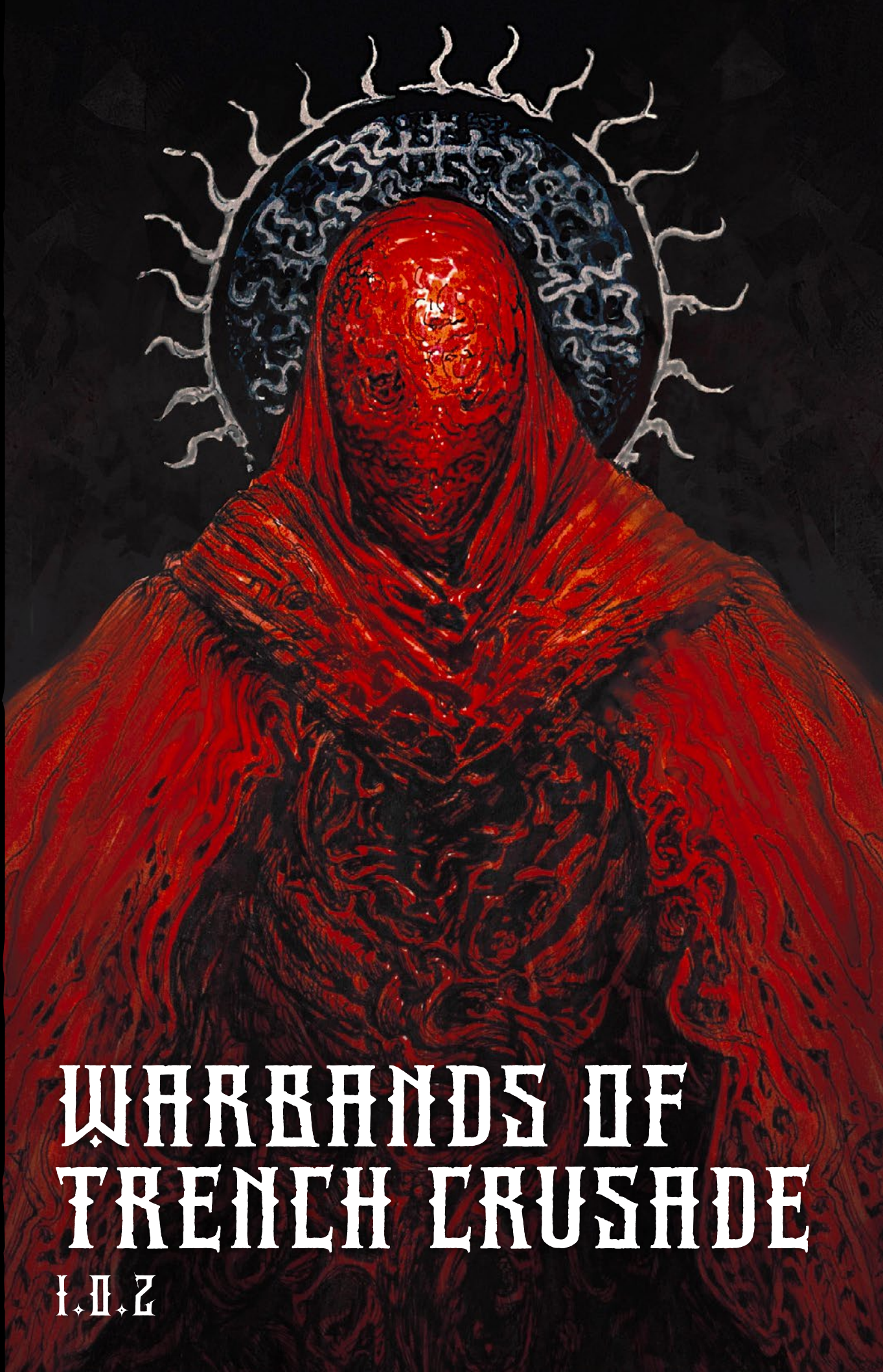
TRENCH CRUSADE™



WARBANDS OF TRENCH CRUSADE

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Intended for a Mature Audience

During the First Crusade the armies of the Church captured the Holy City. Beneath the most sacred of temples, the Knights Templar discovered hidden vaults. Within their shadowed depths lay an ancient demonic artefact. Overcome by greed and the weakness in their hearts, the Templars fell to their knees.

They had found a new lord.

Witnessing the unholy wisdom revealed by the artefact, they turned to darkness, trafficking with devils and committing all manner of unspeakable rites. This was the Ultimate Heresy. Jerusalem was reduced to a depraved pit where the Infernal seeped into our Earthly realm, Hell and our mortal plane are now entwined in corruption.

For eight centuries the Church has waged its crusade to take back the Holy City. The landscape has been utterly devastated, scarred by thousands of miles of trenches, mud, and craters. The war is now waged by armies wielding terrifying weaponry. Both sides command supernatural beings of such immense power that they are nigh-unstoppable. Even with such incalculable might the armies are at a stalemate.

This is TRENCH CRUSADE

MF

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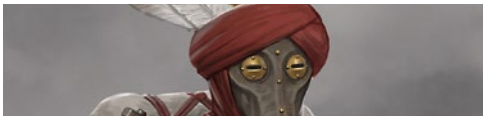

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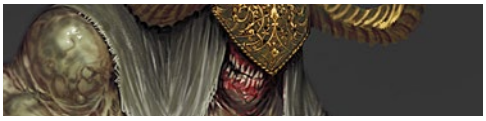

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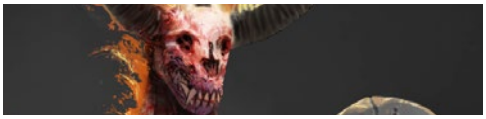

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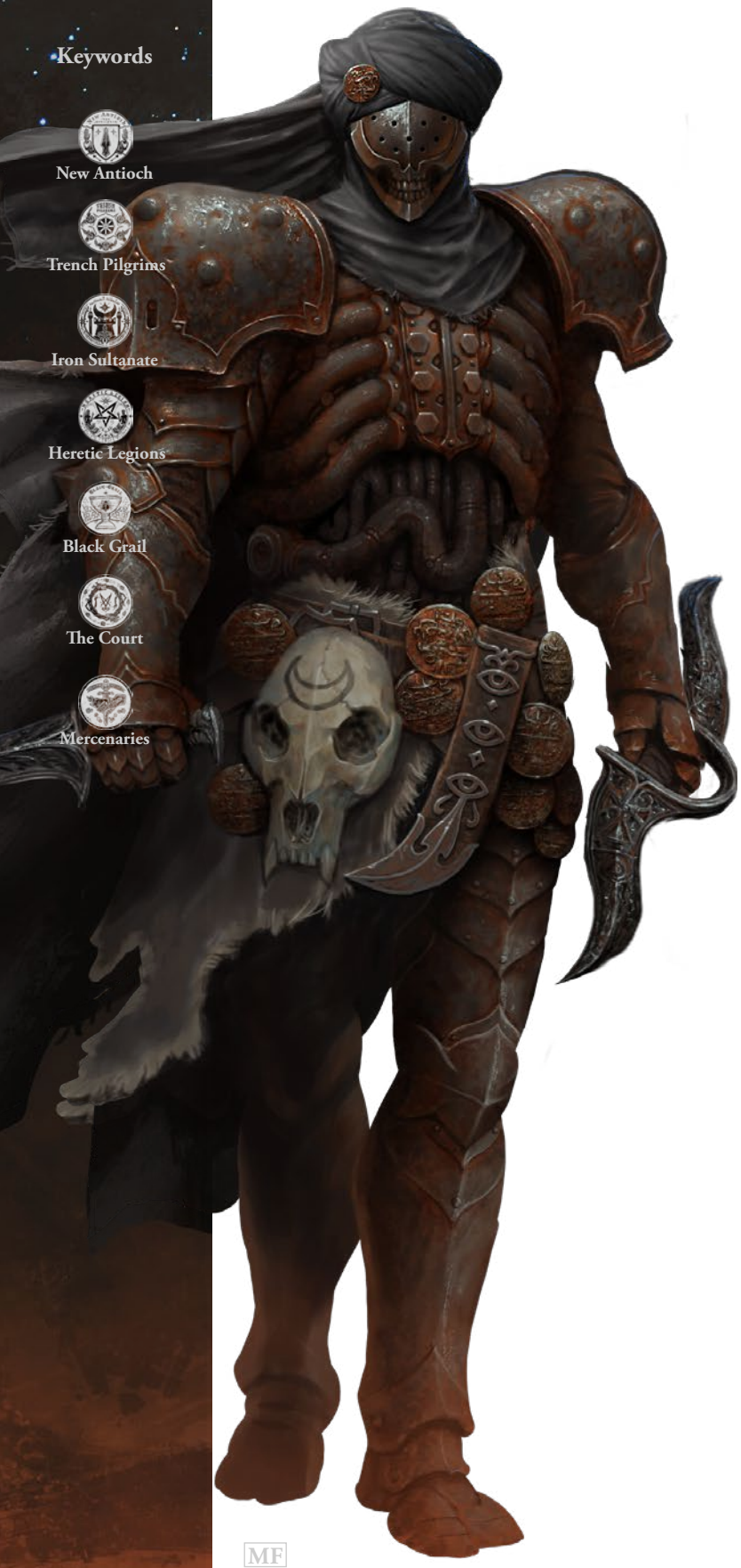

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INTRODUCTION

In this book, we will take a detailed look at six of the Factions that can be used in games of Trench Crusade, and provide all of the information you need to recruit one. Once you have collected your Warband, you can use it to fight battles using the rules from the Trench Crusade Rulebook.

Your Warband represents one of the innumerable small combat formations that fight to the death in the battle-scarred hinterlands known simply as No Man's Land. Every Warband is unique, and it will be up to you to decide which warriors to include and how they are equipped. You will first pick which of the six **Factions** your Warband belong to. Each Faction has its own **Faction List**, that provides information on the models that the Warband can include, the battlekit that they can carry, and any special rules that apply when you use the Warband in a game of Trench Crusade. Each model that you include and any Battlekit you take will cost a certain number of ducats, represented by the ⓓ symbol, or a certain number of Glory Points, represented by the ✵ symbol. Usually you will have 700 ⓓ to spend on your Warband, and you will need to consider carefully how to spend each one of them!

The six Factions included in this book are very different and have their own way of fighting.

Each Faction includes a varied selection of models that you can use. All of the information you need to use the model is included in the **Warband Entry** for the model. Each Faction also includes an **Armoury Table** that lists the Battlekit you can take for the models, and descriptions of any unique Battlekit that is only used by that Warband (you'll find rules for any other Battlekit in the Standard Battlekit section of the Trench Crusade Digital Rulebook). Last but far from least, each Faction List includes information on one or more **Variant Warbands** that you can choose to use instead of the standard Warband list. Variant Warbands are unusual forces that have their own special rules and include specially trained and equipped warriors.

As well as the Faction Lists, this book includes a selection of Mercenary Warriors that can be hired by Warbands. Mercenaries cost Glory Points (shown as ✵) to hire rather than ⓓ. Your Warband can earn ✵ during a Campaign (▸ see the Campaign rules in the Trench Crusade Digital Rulebook), or you and your opponent can agree to supplement the ⓓ you can spend on your Warband with a number of Glory Points. We've found that allowing each player to spend 6 ✵ is a good number to use for one-off games between two experienced players.

If you are new to Trench Crusade, then picking which Faction you will use for your first few games and deciding which models to take can be a little bit daunting. Before you decide, we recommend that you read through the lore for each of the Factions and take a look at the photographs of the models for the Warbands on the Trench Crusade website. Then just use the Faction that inspires and excites you the most. You can use the same principle when you pick the models and their Battlekit; if you just 'trust your gut' you will rarely go too far wrong. Once you've played a couple games with your starting models, you start to consider what new models you'd like to add to your Warband, and if you want to hire any Mercenaries.

Happy gaming!

In this document you will sometimes come across a red arrow ▸ or a black arrow ▸. These arrows show you that there is more information to be had. A red arrow shows it is an active hyperlink, you can click on it to be taken to the correlating text. A black arrow shows the correlating text is in another document, the name of the document will be shown next to the black arrow.

STARTING A WARBAND

In this part of the book, we will take a detailed look at each Warband and provide the information you need to Recruit one.

Choose a Faction

The first step in recruiting a Warband is choosing its Faction. Every Warband belongs to a Faction fighting in the Great War. A comprehensive Faction List has been provided, detailing all their models, their associated rules, and Battlekit options for each of the Factions you can use. Once you have selected your Faction (and Variant Warband if you want to use one), you can use its Faction List to recruit your warband.

Alignment
All Warbands in this book are either Faithful or Fallen. Faithful Warbands are Heavenly-aligned and fight for the holy cause. Fallen Warbands are Hell-aligned and fight for the unholy cause. The Mercenaries that can be hired for a Warband (▸ see Mercenaries) will also have either Faithful or Fallen alignment. Unless stated otherwise, a Warband cannot include models of the opposing alignment.

Variant Warbands
A Variant Warband represents a specialised force which has its own unique models, special rules, and Battlekit. Most Faction Lists include Variant Warbands, which can be found after the main Warband entries in the list.

> **Warband Special Rules**
>
> Sometimes, a Warband or a Warband Variant will have special rules. When this is the case, they will appear at the start of the Faction List or just after the description of the Warband Variant.

Recruit Your Warband

Once you have selected a Faction, you can start recruiting models. The cost to recruit a model will usually be shown in ducats (⓿). The Faction List will show how many ⓿ you have to spend; usually, it will be 700 ⓿. Each model you recruit has a specific cost in ⓿, as does any Battlekit you choose to equip them with. The Faction List includes the cost in ⓿ for all the models in the Faction, along with Armoury Tables that list the cost in ⓿ of Battlekit options. (▸ see the Trench Crusade Digital Rulebook).

As you make your choices, subtract the cost of each choice from your starting amount of ⓿. You can continue spending until you have bought everything you can, or decide to stop. Any unspent ⓿ are put into your Warband's Strongbox (to represent your in-game treasury) and the ⓿ can be used later or hoarded to buy something more expensive.

Glory Points

Some models and pieces of Battlekit cost Glory Points (✳) instead of (⓿), ✳ are earned by performing valorous deeds in battle, as described in the Campaign section (▸ see Campaign in the Trench Crusade Digital Rulebook). Generally, Warbands don't have access to ✳ when they are first created, so you will probably have to wait until later on in a campaign to recruit any models that require them.

Maximum Elites

Warband can never include more than 6 models with the **ELITE** Keyword. This limit applies at all times, not just when the Warband is first recruited, and includes new models or Mercenaries that are recruited during a campaign, and any models that are promoted to **ELITE** status during a campaign (▸ see Campaign in the Trench Crusade Digital Rulebook).

Mercenaries

During the campaign you can use ✳ to purchase powerful troops and famous warriors known as Mercenaries. These will add both numbers and specialist abilities to your Warband. They cannot be purchased with ⓿ – the only way to attract their services is to perform glorious deeds on the battlefield!

Battlekit

When you recruit a model for your Warband, you can also purchase Battlekit for the model.

WARBAND ARMOURY TABLES

The cost for the Battlekit that can be taken for a Warband can be found in the Armoury at the start of the Warband's Faction List. The Armoury includes an Armoury Table for each of the different types of Battlekit you can purchase, listing any special rules that apply to it and the cost in ❂ or ✳.

Armoury Stipulations

Some pieces of Battlekit have special stipulations that affect how they are chosen and can be used. Any stipulations that apply to a piece of Battlekit are listed on the Armoury Table and its Weapon Profile. For example, a Bolt-Action Rifle has the Bayonet Lug stipulation. Stipulations have the following effects:

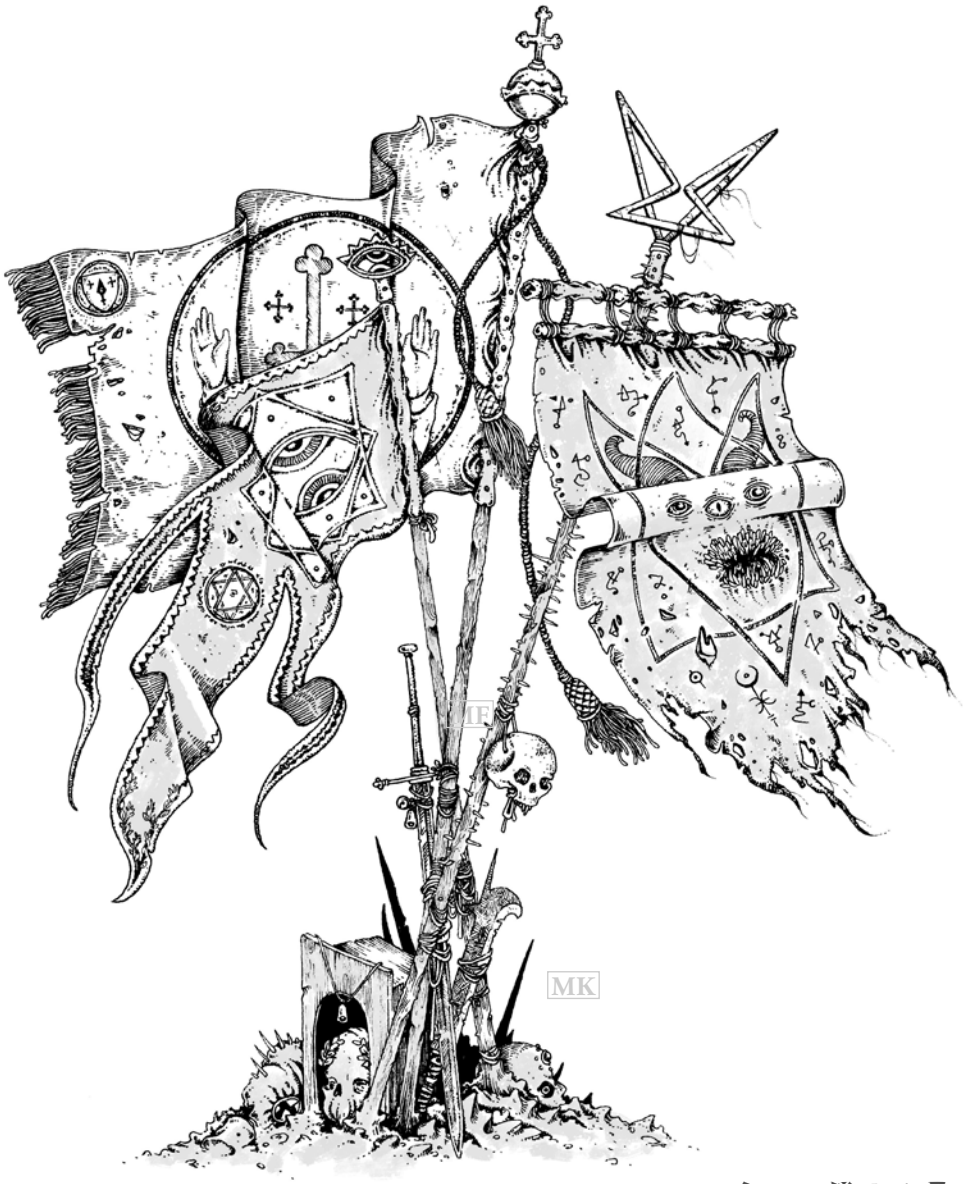
- Bayonet Lugs: You must purchase a Ranged Weapon with a Bayonet Lug before you can purchase a Bayonet Melee Weapon for a model.
- Consumable: This Battlekit is removed from the Warband's Roster at the end of a game in which it is used.
- "X" Only: This Battlekit can only be purchased for models from the "X" Warband Entry, or that have the "X" Keyword. For example, a piece of Battlekit that has the "Death Commando only" stipulation can only be given to Death Commando models. One that has the "**ELITE** only" stipulation can only be given to models with the **ELITE** Keyword.
- Headgear: A model cannot have more than one piece of Headgear (even if it has more than one head!).
- Limit "X": Your Warband cannot have more than "X" pieces of the Battlekit. For example, if a Weapon has Limit: 2 after its cost, then you can have a maximum of two such Weapons for your whole Warband. If you lose any Limit "X" Battlekit over the course of a campaign, you can buy replacements for them.
- Shield Combo: A model can have a Shield and a 2-Handed Weapon if both have the "Shield Combo" stipulation.

What You See is What You Get

We recommend that the Battlekit you choose for your models should be visibly represented on the models themselves, so that you and your opponent can tell at a glance what a model is equipped with. If, for any reason, you cannot do this, before the game starts, it is your duty to make sure that your opponent is fully aware of all of the Battlekit that the models in your Warband are carrying.

FACTION BATTLEKIT

After the Armoury section in each Faction List, there is a section that has the Weapon Profiles and special rules for Battlekit available only to that Faction. Weapon Profiles and special rules for all other Battlekit options can be found in the standard Battlekit section of the rules (▸ see Battlekit in the Trench Crusade Digital Rulebook).



Warband Entries

Each Faction List includes a Warband Entry for each model that can be recruited. Most Faction Lists include a model that must be taken when the Warband is created, usually representing the commander of the Warband (i.e. you!). They may also include some models that can only be taken in limited numbers. Aside from these exceptions, you can recruit as many or as few models as you wish, provided you do not spend more ⓿ than you have.

Each Warband Entry includes the following information:

1 0-1 Chorister 2 Cost: 65 ⓿

3 *Choristers sacrifice themselves upon black altars, and if worthy, rise after nine days, finishing their own beheading as their severed heads begin to sing. Their hymns conjure visions of Hell, sapping the strength and resolve of all who hear, the Chorister's cold blood forming diabolic symbols in rhythm with their unholy chorus. Those who hear their song find their minds flooded with visions from the Pits of Hell, weakening both their resolve and strength, as the dreadful music eats away at their very soul.*

4

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-2 DICE	+2 DICE	0	32mm

5 **Battlekit** A Chorister can have any Battlekit from the Heretic Legions Armoury Tables.

6 **Abilities**
- Unholy Hymns: Add -1 DICE to Success Rolls taken for enemy models that are within 8" of one or more Choristers.

7 **Keywords** HERETIC, ELITE, FEAR

1. Model Name & Limits: The name of the model and the number that can be included (or must be included) in the Warband.
2. Model Cost: The cost of the model in ⓿.
3. Description: A short description of the model and what it is capable of doing.
4. Profile: The Characteristics of the model:
   - **Movement:** The distance in inches that the model can be moved (▸ see Comprehensive Rules in the Trench Crusade Digital Rulebook).
   - **Ranged:** Add this number of +/- **DICE** to the Success Roll when this model makes a Ranged Attack. If the Characteristic is " - " the model is not allowed to make Ranged Attacks.
   - **Melee:** Add this number of +/- **DICE** to the Success Roll when this model makes a Melee Attack. If the Characteristic is " - " the model is not allowed to make Melee Attacks.
   - **Armour:** Apply this **INJURY MODIFIER** to Injury Rolls made for attacks on this model.
   - **Base:** The size of the base the model must be mounted on. If a model's Base Characteristic has a single number, the base is round and the number is its diameter. If a model's Base Characteristic has two numbers, the base is an oval, the smaller number is the width of the base, and the larger number is the length of the base.

5. Battlekit: The Battlekit that the model always starts with, and any other pieces of Battlekit that can be purchased for it. (Battlekit a model starts with is included in its cost.)
6. Abilities: If the model has any unique special abilities not covered by the Core and Comprehensive rules, they will be described here.
7. Keywords: Any Keywords the model has will be listed here (▸ see Keywords).

Purchasable Abilities, Keywords or Upgrades

Some Warbands allow you to purchase optional abilities, Keywords, or upgrades for your models, such as the Goetic Powers of the Court of the Seven-Headed Serpent. Unless otherwise specified, these abilities cannot be purchased more than once for the same model, and can only be purchased when a model is recruited for a Warband.

Warband Roster Sheet

You'll need a Warband Roster Sheet to record the details of your Warband. Blank Warband Roster Sheets can be downloaded from *trenchcrusade.com*.

When you recruit your Warband, take a Warband Roster Sheet and write down the details of each model and their Battlekit. It is a good idea to work out the Warband on a piece of scrap paper first, as you will work out which models and Battlekit you take to get the best possible value for your Warband.

You will need to name your Warband and each of the models in it. The names are yours to create. You will find plenty of inspiration throughout this book.

Ready for Battle

Your Warband is now ready. The Great War awaits! You can either use your Warband in a one-off game, or in the first game of a campaign.

KEYWORDS GLOSSARY

Rules governing all Keywords in the game are listed here. A model, a piece of Battlekit, a Marker or a terrain piece can have 1 or more Keywords. They define the core abilities, rules, troop types and damage categories in the game. Keywords appear in the rules in **CAPITALS** to make it easy for you to spot them.

KEYWORD BENEFITS

Keywords have two benefits: they act as Tags and may confer an Effect. A Keyword that confers an Effect also acts as a Tag.

Tags: A Keyword that can be referred to by other rules.

Effect: A Keyword that confers a special rule to a model that has the Keyword, or has a piece of Battlekit that has that Keyword.

KEYWORD GLOSSARY

+/- **DICE** (Effect): Dice that are added to Success Rolls (▸ see Core Rules in the Trench Crusade Digital Rulebook). If the Keyword applies to a Weapon, the dice are only added to Success Rolls for Attacks made with it.

+/- **INJURY DICE** (Effect): Dice that are added to Injury Rolls (▸ see Core Rules in the Trench Crusade Digital Rulebook). If the Keyword applies to a Weapon, the dice are only added to Injury Rolls for Attacks made with it.

+/- **INJURY MODIFIER** (Effect): Modifiers that are applied to the result of an Injury Roll (▸ see Core Rules in the Trench Crusade Digital Rulebook). If the Keyword applies to a Weapon, the modifier is only added to Injury Rolls for Attacks made with it.

ACTION (Tag): An activity a model can carry out when it is Activated. Common **ACTIONS** include Move, Dash, Shoot and Fight.

AMMUNITION (KEYWORD) (Effect): If a model has a piece of Battlekit with this Keyword, it will use it in the next game that it takes part in. When the model is deployed, say which Ranged Weapon the Battlekit will be used for. It gains the (**KEYWORD**) until the end of the game. The Ranged Weapon you choose cannot already have the **BLAST**, **FIRE**, **GAS**, or **SHRAPNEL** Keywords, and cannot have more than one type of **AMMUNITION**.

ARMOUR PIERCING (Effect): A Weapon with this Keyword reduces the target's total -**INJURY MODIFIER** from its Armour Characteristic, and/or any Armour or Shields it has by 1, to a minimum of 0. For example, if a target had Standard Armour and a Trench Shield, the -**INJURY MODIFIER** would be lowered from -2 to -1.

ARTIFICIAL (Tag): This model is not of natural biological origin but is instead constructed from non-organic elements.

ASSAULT (Effect): Ranged Attacks made with Weapons that have this Keyword do not prevent a model from taking a Charge or Fight **ACTION** during the same Activation.

AUTOMATIC (X) (Effect): When you take a Shoot **ACTION** and choose a Weapon with this Keyword to make a Ranged Attack, you can make a number of Ranged Attacks with this Weapon equal to X, one after another. The attacks can target different enemy models if desired, as long as they are all within 6" of each other. Resolve each attack one at a time using steps 2 to 6 of the Ranged Attack Sequence. Any **BLOOD MARKERS** or **BLESSING MARKERS** that are spent only modify the Injury Roll for the Ranged Attack they are spent on.

BLACK GRAIL (Tag): This model is part of the Cult of the Black Grail Faction.

BLAST (X") (Effect): A Ranged Weapon with **BLAST** (X") has a blast radius in inches equal to X (including vertically). When you make an attack with the Weapon, you must pick a target for the attack. The target can either be an enemy model or a visible point on the battlefield or on a terrain piece; whichever you choose must be within the attacking model's Line of Sight and the Weapon's range. If the Success Roll for the attack is a Failure, the attack misses and nothing happens unless the weapon also has the **SCATTER** Keyword (▸ see **SCATTER**). If the Success Roll for the attack is a Success or Critical Success, every model that has a Line of Sight to the target of the attack and which is within the Weapon's blast radius is hit. In addition, friendly models that are within 1" of an enemy model that was hit by the blast radius are also hit. Measure the blast radius from the centre of the target model's base, or the centre of the visible point you picked, to the closest point on the other model's base. Make an Injury Roll for every model that was hit. If you roll a Critical Success, only add the extra **INJURY DICE** to the roll for a model if it was chosen as the target of the attack.

BLESSED (X) (Effect): When you deploy a model with this Keyword for the first time in a game, place a number of **BLESSING MARKERS** beside the model equal to X.

BLESSING MARKER (Tag): The model is under the influence of a supernatural or chemical enhancement that provides temporary benefits. (▸ see Comprehensive Rules in the Trench Crusade Digital Rulebook).

BLOCK (Effect): Add **-1 DICE** for Melee Attacks targeting a model with this Keyword, or that has a Weapon that has this Keyword, if the attacker made a Charge **ACTION** before making the attack this Turn.

BLOOD MARKER (Tag): **BLOOD MARKERS** are placed on models that suffer an injury (▸ see Comprehensive Rules in the Trench Crusade Digital Rulebook).

CLEAVE (X) (Effect): When you take a Fight **ACTION** and choose a Weapon with this Keyword to make a Melee Attack, you can make a number of Melee Attacks with this Weapon equal to X, one after another. The attacks can target different enemy models if desired. Resolve each attack one at a time using steps 2 to 4 of the Melee Attack Sequence. Any **BLOOD MARKERS** or **BLESSING MARKERS** that are spent only modify the Injury Roll for the Melee Attack they are spent on.

CONSUMABLE (Effect): In a campaign, Battlekit with this Keyword is lost at the end of a game in which it is used.

COVER (Effect): A model with this Keyword has the Cover or Defended Obstacle attack modifiers (▸ see Comprehensive Rules in the Trench Crusade Digital Rulebook).

CRITICAL (Effect): Add +2 **INJURY DICE** instead of +1 **INJURY DICE** when a Critical Success is rolled for an attack made by a Weapon with this Keyword.

CUMBERSOME (Effect): Weapons with this Keyword require two hands to use, even if the model has the **STRONG** Keyword. However, they can still be used alongside a Shield with the Shield Combo stipulation.

DANGEROUS TERRAIN (Effect): If you Activate a model that is in terrain with this Keyword, or if you move a model into terrain with this Keyword during a move, you must take a Risky Success Roll for the model. If the roll is a Success or Critical Success, you can carry on with the model's move, and you do not have to take any more Risky Success Rolls for the model if it moves into any more terrain with this Keyword as part of that move. If the roll is a Failure, you must make an Injury Roll for the model and its Activation ends. Sometimes **DANGEROUS TERRAIN** will have one or more Keywords in brackets directly after it. Any Injury Rolls caused by the **DANGEROUS TERRAIN** rule have those Keywords. For example, if a terrain piece had the **DANGEROUS TERRAIN** (**FIRE**) Keywords, then any Injury Rolls caused by it would count as having the **FIRE** Keyword.

DEADLY (Effect): When you make an Injury Roll for an attack made with a weapon with this Keyword, roll 3D6 and add all 3 dice together. Any +**INJURY DICE** or -**INJURY DICE** are added to the roll normally, except that you pick the 3 highest or lowest dice in the roll instead of the 2 highest or lowest.

DEMONIC (Effect): A model with this Keyword has the **NEGATE FIRE** Keyword.

DEPLOYABLE (Tag): Battlekit that is represented by a model or terrain piece that can be set up during the game.

DIFFICULT TERRAIN (Effect): Every 1" a model is moved across terrain with this Keyword counts as 2".

ELITE (Tag): The most senior and heroic models in a Warband.

FEAR (Effect): Add **-1 DICE** to a Melee Attack that targets a model with this Keyword. Models that cause **FEAR** are immune to **FEAR** themselves.

FIRE (Effect): After making the Injury Roll for a Weapon with this Keyword, place 1 extra **BLOOD MARKER** next to the target model even if the result is No Effect.

FIRETEAM (Effect): A model with this Keyword is part of a group of 2 models, both of which must have the **FIRETEAM** Keyword. You can create Fireteams when you recruit a Warband, and in the Quartermaster Step. Record which models are in Fireteams in your Warband on your Warband Roster. You can Activate friendly models that are part of the same Fireteam simultaneously. If you do so, you can take their **ACTIONS** in any order you wish, and you can switch between the two models freely. However, if the Activation of either member of the Fireteam ends during a simultaneous Activation, it immediately ends for the other model too. A model cannot be in more than 1 Fireteam.

FLAMETHROWER (Effect): When a Weapon with this Keyword is used to make a Ranged Attack it is automatically a Success. Do not make a Success Roll for the attack. Note that this means that the attack cannot achieve a Critical Success.

FLYING (Effect): When you make a move, retreat move or charge move with a model with this Keyword, you can measure the path on which it travels 'through the air'. It must end the move on the battlefield or on a terrain piece. You must still take a Risky Success Roll for the model if it is Activated or ends its move on Dangerous terrain, and it cannot end its move on Impassable terrain. In addition do not make an Injury Roll if a model with this Keyword Falls.

GAS (Effect): After making the Injury Roll for a Weapon with this Keyword, place 1 extra **BLOOD MARKER** next to the target model even if the result is No Effect.

GOLEM (Effect): A model with this Keyword treats an Out of Action result from the Injury Roll Table as a Down result unless the result was caused by a Bloodbath Roll. In addition, you cannot remove **BLOOD MARKERS** from a friendly model with this Keyword (the opposing player can use them normally). Finally, a model with this Keyword has the **NEGATE FEAR** and **NEGATE GAS** Keywords, but cannot have the **TOUGH** Keyword. .

HEAVY (Effect): A model cannot be equipped with more than one piece of Battlekit with this Keyword and it does not receive a Charge Bonus when it makes a charge move. In addition, if a Ranged Weapon or Grenade has this Keyword, you cannot use the Weapon or Grenade to make a Ranged Attack and take a Move, Charge or Retreat, or Dash **ACTION** with the attacking model as part of the same Activation.

HELD (Effect): A piece of Battlekit with this Keyword requires one hand to carry and cannot be put down. Because of this, a model that has this Keyword can only be equipped with or use either a 1-Handed Weapon or a Shield. It cannot be equipped with or use any 2-Handed Weapons, or both a Weapon and a Shield (even if the Shield has the Shield Combo rule). It may still carry Grenades.

HERETIC (Tag): The model is a member of the Heretic Legions Faction.

IGNORE ARMOUR (Effect): Ignore -**INJURY DICE** and -**INJURY MODIFIERS** for a target's Armour Characteristic, and for any Armour or Shield pieces of Battlekit that it has, for attacks that have this Keyword.

IGNORE [MODIFIER] (Effect): Ignore the Success Roll or Injury Roll modifier that is specified. For example, the Success Roll for an attack made with a Ranged Weapon that had the **IGNORE COVER** Keyword would not be affected by the -1 **DICE** modifier for a target that is in Cover.

IMPASSABLE TERRAIN (Effect): Models cannot be moved onto or across terrain with this Keyword.

IMPERVIOUS (Effect): The **ARMOUR PIERCING** and **IGNORE ARMOUR** Effects do not affect any -**INJURY DICE** and -**INJURY MODIFIERS** that apply to Battlekit that has this Keyword. Any other Battlekit the target model has is affected normally.

INFECTION MARKERS (Tag): The model is under the influence of a supernatural or chemical malady that provides temporary effects. (▸ see Infection Markers,).

INFILTRATOR (Effect): When a model with this Keyword is deployed for the first time in a game, it can be set up anywhere on the battlefield as long as it is out of the Line of Sight of all enemies and is at least 8" away from the closest enemy. **INFILTRATORS** are deployed after models that do not have this Keyword. Any **INFILTRATORS** that cannot be deployed in this way are instead deployed normally in their deployment zone.

MINED (Effect): When a model moves into contact with a Marker or terrain piece with the **MINED** Keyword, the mine will detonate unless the model has the **NEGATE MINED** Keyword. Make an Injury Roll with the **SHRAPNEL** Keyword for the model that detonated the mine, and then the Marker or terrain piece loses the **MINED** Keyword. If the model that detonated the mine wasn't taken Down or Out of Action, it can then continue its move. Models with the **FLYING** Keyword only detonate a mine if they finish a move in contact with a **MINED** Marker or terrain piece (they can fly across it without setting it off).

LEADER (Effect): Add +1 **DICE** to Morale Checks if your Warband has at least 1 model with this Keyword on the battlefield that is not Down or Out of Action.

NEW ANTIOCH (Tag): This model is part of the Principality of New Antioch Faction.

NEGATE [KEYWORD] (Effect): A model with the **NEGATE** Keyword is not affected by the specified Keyword's Effect. For example, a model with **NEGATE SHRAPNEL** ignores the Effect of the **SHRAPNEL** Keyword.

PILGRIM (Tag): This model is part of the Trench Pilgrim Faction.

PISTOL (Effect): A pistol can be used as a Melee Weapon or a Ranged Weapon, and can be used as both in the same Activation. When it is used as a Ranged Weapon it has the Range shown on its Profile and uses the attacking model's Ranged Characteristic. When used as a Melee Weapon it can use the attacking model's Ranged or Melee Characteristic and can be used as an Off-Hand Weapon if desired.

RELOAD (Effect): If a model makes an attack with a Weapon that has this Keyword then its Activation ends after the **ACTION** that allowed the attack is completed.

REGENERATE (X) (Effect): When you Activate a model with this Keyword, before carrying out any **ACTIONS**, you can remove up to X **BLOOD MARKERS** from the model.

RISKY (Effect): If you must make a Success Roll for a model that is using a piece of Battlekit that has this Keyword, then the Success Roll becomes a Risky Success Roll (the model's Activation or **ACTION** will end if the Risky Success Roll is a Failure). For example, the Success Roll for an attack made with a Weapon that has the **RISKY** Keyword would become a Risky Success Roll. This Effect is ignored if the Success Roll is already a Risky Success Roll.

SCATTER (Effect): Some Weapons with the **BLAST** Keyword also have the **SCATTER** Keyword. When you make an attack with the Weapon, pick a target and carry out the attack as described in the rules for **BLAST**. However, if the Success Roll for the attack was a Failure, the attack will scatter instead of missing. To see where it scatters to, subtract the Success Roll from 7. For example, if the Success Roll was 4, then the target point would scatter (7–4=) 3". Your opponent must move the attack exactly that many inches in a direction of their choice, to a point on the battlefield, on a terrain piece, or on the base of a model. There must be Line of Sight between the point that is chosen and the original target for the attack. If this is impossible for any reason, then treat the attack as a miss. Then, determine who is hit as described in the rules for **BLAST**.

SHOTGUN (Effect): Add -1 **INJURY DICE** to rolls for attacks made at Long Range with a Weapon that has this Keyword instead of the usual Long Range modifier (-1 **DICE**).

SHRAPNEL (Effect): After making the Injury Roll for a Weapon with this Keyword, place 1 extra **BLOOD MARKER** next to the target model even if the result is No Effect.

SKIRMISHER (Effect): If an enemy selects a model with this Keyword as the target of a Charge, you can choose to evade with your model before the Charge is made, as long as your model is not within 1" of an enemy. When a model evades, roll a D3 and move the model that many inches. It must finish this move more than 1" away from all enemy models. If this move results in there being an interposing model between the evading model and the model that is making the charge, then the charging model must choose the interposing model as the target for its charge.

STRONG (Effect): A model with this Keyword has the **NEGATE HEAVY** Keyword. In addition, it can equip and use one 2-Handed Melee Weapon as if it were a 1-Handed Melee Weapon.

SULTANATE (Tag): This model is part of the Sultanate of the Iron Wall Faction.

THE COURT (Tag): This model is part of The Court of the Seven-Headed Serpent Faction.

TOUGH (Effect): The first time a model with this Keyword suffers an Out of Action result on the Injury Table, it is treated as a Down result instead.

THE PRINCIPALITY OF NEW ANTIOCH

For over three hundred years, the Principality of New Antioch has stood defiantly as the focal point of the Church and the Faithful at the very edge of the shadow cast by the Gate of Hell. It is the Home of All Our Hopes, a bulwark against Heretic forces and the first defence against the Devil's might. Should New Antioch fall, all of the Levant will be lost.

War has never left this corner of the world. The ancient city of Antioch was destroyed by a mysterious demonic weapon in the year 1545, but the Faithful never gave up their positions in the ruins. Despite the lethal demonic essence emanating from the crater that was left behind, the garrison held on, even as mighty Constantinople fell to the legions of Kimaris, Marquis of Hell.

Before it was destroyed, the ancient city of Antioch was always the first line of defence against the Heretic forces. Thus, it is no wonder that in 1559, the Sword Congress of Vienna decreed the reconstruction and fortification of the city, mandating that all Faithful nations deliver a yearly tithe to New Antioch.

This levy is rarely in the form of coin; instead, endless supply trains of foodstuffs, tools, ammunition, weaponry, machinery, skilled workers, and engineers arrive from across Europa and the Mediterranean Sea, as well as the African dominions. Keeping the supply routes open is a constant game of cat and mouse, as Heretic infiltrators and raiders harry the caravans and ships that allow the Principality to exist.

New Antioch has grown to be the most vital fortress-city in the world, both the Sword and the Shield of Europa and Africa. Princes of the Church and leaders of the domains who oppose Hell understand that it is better to fight their battles against the Heretics far away from their heartlands. To this day, New Antioch has withstood eight great sieges, and its famed walls, with their seventy-seven mighty towers, have never been breached. This is partly due to hundreds of anchorites, metallic battle shrines with devotees entombed within them, embedded into the walls, keeping a vigilant watch day and night.

Above all, it is the volunteers who rally under the Banner of Christ that ensure the continuous existence of the Principality. The streets of New Antioch resound with hundreds of languages and dialects. Polish-Lithuanian hussars brush shoulders with the last remnants of the Varangian Guard. At the same time, street preachers from Éire exhort the soldiery of Abyssinia to lay down their lives for the cause. One might even witness the solemn procession of Church Engineers, carrying their latest invention to be tested on the front lines.

Factories belch out black smoke as newly constructed tanks roll out of the workshops. Day and night, foundries blaze with the fiery flow of molten metal to keep the artillery battalions, the pride and joy of New Antioch, at full strength. In the city's techno-laboratories, the Church toils away creating superhuman Communicants empowered by the cloned flesh and blood of the Redeemer. Thousands of workers sacrifice their lives in horrific accidents and crushing overwork each year. Towering monuments honouring their sacrifices stand throughout the city.

Despite all these preparations, it is a grim reality that New Antioch could never withstand a full-scale onslaught from the combined Heretic forces. It is only thanks to the ferocious and bloody internal conflict among the devils that the Principality is still standing. The archdevils and princes of Hell constantly bicker and plot against each other. Rarely does one of them gain supremacy long enough to mount a full-scale invasion. The war has spanned centuries, with decades of uneasy lulls between great battles, yet the rulers of Hell are immortal, and to them the war is still in its infancy. They are beings that predate time itself and wish to savour the agony of the mortals who die in the millions. Thus, the Great War rages on, marked by long years of silence, only to be shattered by sudden, ferocious assaults.

In recent years, the Duke has dispatched small forces into the tortured landscape of No Man's Land, the desolate stretch between New Antioch and the Heretic domains. There they seek to gather intelligence, search for artefacts of power, raid Heretic forces, secure strategic strongpoints, and loot the battlefields for the wealth of coin and weaponry lost over the centuries.

Granted only a commission from the Duke, these warbands must raise their own funds and muster their own forces. The lure of holy relics, vast riches, and worldwide renown ensures a steady supply of ambitious leaders willing to risk all in the crucible of war. Competition for loot, supplies, artefacts, and information is fierce. These warbands often come to blows, not just with Heretical forces, but also with rival factions and crazed Trench Pilgrims.

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Warband Creation

You have 700 ⓿ to recruit a New Antioch Warband for a campaign (▸ see Starting a Warband). New Antioch Warbands are Faithful.

Special Rules

The following special rules apply to New Antioch Warbands (including any New Antioch Variant Warbands):

- New Antioch Fireteams: A New Antioch Warband can include up to 2 Fireteams. Each Fireteam consists of any two models from the Warband. All of the models in the Fireteams are given the **FIRETEAM** Keyword at no additional cost in ⓿. Fireteams in a New Antioch Warband have the Concentrated Attack ability:
  - **Concentrated Attack:** If a model from a Fireteam hits a target that had been hit by an attack made by the other member of their Fireteam earlier in the same joint Activation, then you can spend **3 BLOOD MARKERS** to convert the Injury Roll for the second attack to a Bloodbath Roll, even if the target is not Down.

Armoury Tables

New Antioch Warbands can have the following Battlekit. Battlekit with a bullet point [•] is unique to New Antioch Warbands, and its rules can be found in the New Antioch Battlekit section after the Armoury. (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Ranged Weapons

Automatic Pistol	**ELITE** only, Limit: 3	20
Automatic Rifle	Bayonet Lug, Limit: 1	40
Automatic Shotgun	Bayonet Lug, Shield Combo, Limit: 2	15
Bolt-Action Rifle	Bayonet Lug	10
Flamethrower	Limit: 3	30
Grenade Launcher	Limit: 2	30
Heavy Flamethrower	Limit: 1	55
Heavy Shotgun	Shield Combo, Limit: 2	20
Machine Gun	Limit: 2	50
Pistol		6
Semi-Automatic Rifle	Bayonet Lug	15
Shotgun	Bayonet Lug, Shield Combo	10
Sniper Rifle	Limit: 3	35
Submachine Gun	Bayonet Lug, Shield Combo, Limit: 2	30

Melee Weapons

Bayonet	Shield Combo	2
Great Hammer/Maul		10
Great Sword/Axe		12
Misericordia	Combat Medic only, Limit: 1	15
Polearm	Shield Combo	7
Sword/Axe		4
Trench Club		3
Trench Knife		1

Grenades

Frag Grenades		7
Incendiary Grenades	Limit: 2	15
Satchel Charge	Consumable, Limit: 3 (1 per model)	15

Shields

• Heavy Ballistic Shield	Models wearing Machine Armour only, Shield Combo	15
Trench Shield	Shield Combo	10

Armour

Engineer Body Armour	Combat Engineer only	45
• Machine Armour	**ELITE** & Mechanized Heavy Infantry only, Limit: 1 excluding Mechanized Heavy Infantry	50
• Reinforced Armour	**ELITE** & Mechanized Heavy Infantry only	40
Standard Armour		15

Equipment

Binoculars	**ELITE** only	10
Combat Helmet	Headgear	5
Field Shrine		2
Gas Mask		5
Martyrdom Pills	Consumable, **ELITE** only, Limit: 2	1
Medi-kit		5
Mountaineer Kit	Limit: 4	3
Musical Instrument	Limit: 1	15
Shovel		5
Troop Flag		1

New Antioch Battlekit

The following Battlekit items are unique to the New Antioch Warband. Rules for all other items are in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Engineer Body Armour | 45 ⓿ | Combat Engineer only
New Antioch Combat Engineers are clad in specially designed reinforced armour.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, NEGATE SHRAPNEL

- Ballistic Box Armour: Add -1 **INJURY DICE** to Injury Rolls for a model that has Engineer Body Armour that has been hit by an attack with the **SHRAPNEL** Keyword even if the attacking weapon has the **IGNORE ARMOUR** Keyword.

Heavy Ballistic Shield | 15 ⓿ | Models wearing Machine Armour only, Shield Combo
These massive shields are made of aramid fibre mesh and orichalcum steel alloy. They are so heavy that they can only be carried by Heavy Mechanized Infantry, and even then, they are too cumbersome to be used in fast-paced melee. They are mainly used for protection during their ponderous advance towards the enemy.

Type	Range	Keywords
Shield	-	COVER

Machine Armour | 50 ⓿ | ELITE & Mechanized Heavy Infantry only, Limit: 1 excluding Mechanized Heavy Infantry

Combining the rarest of divine metal alloys and the latest technology of New Antioch, machine armour makes its wearer a virtual tank.

Type	Range	Keywords
Armour	-	-3 INJURY MODIFIER

- Bulky: Change the base size of a model that has Machine Armour to 40mm unless it is already 40mm or larger. In addition, a model with Machine Armour cannot be equipped with a Trench Shield and has a Charge Bonus of D3" instead of D6".
- Standfast: When a model that has Machine Armour suffers a Down result on the Injury table, it is treated as a Minor Hit result instead.

Elite Warband Entries: The Officer Corps

1 Lieutenant - Cost: 70

A New Antioch Warband must include 1 Lieutenant.

Lieutenants are the leaders of small squads or platoons of New Antioch's soldiers, playing a fundamental role on the frontlines. They are steadfast in their duty, preserving the unity and morale of their troops amid relentless conflict. A lieutenant may be a noble family's favoured son or daughter, or have risen through the ranks by impressing their superiors with their exceptional strategic acumen and audacious bravery.

In addition to their command role, Lieutenants are responsible for acquiring weapons, arms, equipment and provisions for their troops. With resupply sporadic at best, they are frequently forced to loot the battlefields of No Man's Land or even raid settlements to sustain their forces.

Having rightfully earned their position, Lieutenants enjoy the privilege of selecting their preferred arms and armour, often claiming the rarest battlefield finds. Many wield distinctive weapons, be it a revered family heirloom, an idiosyncratic affectation, or an ostentatious piece providing some much-needed swagger.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+2 DICE	0	32mm

Battlekit A Lieutenant can have any Battlekit from the New Antioch Armoury Tables.

Abilities

- Hold Your Fire! ACTION: The Lieutenant orders their warband to stop shooting, forcing the enemy to move first. To represent this, a Lieutenant can take a Hold Your Fire! ACTION. If they do so, pick 1 enemy model that is in the Lieutenant's Line of Sight and that the opponent is allowed to Activate. The Lieutenant's Activation then ends, and the opponent must Activate the model you picked.

Keywords NEW ANTIOCH, ELITE, LEADER, TOUGH

0-2 Sniper Priests - Cost: 50

These devotees of the Church ritually blind themselves as a devotion to God, relying solely on their faith to strike His enemies. Stories have been told that during the Siege of the Monastery of Saint Lux, a Sniper Priest killed a target three miles away.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	-1 DICE	0	25mm

Battlekit A Sniper Priest can have any Battlekit from the New Antioch Armoury Tables.

Abilities

- Absolute Faith: Sniper Priests do not use their eyesight to aim at their enemies. The opposing player cannot spend **BLOOD MARKERS** to add -**DICE** to a Ranged Attack by a Sniper Priest.
- Aim **ACTION**: A Sniper Priest can take an Aim **ACTION**. If they do so, take a Risky Success Roll for the model and add +2 **DICE** to the roll. If the roll is a Failure, nothing happens and the Sniper Priest's Activation ends. If the roll is a Success or Critical Success, for the rest of the Activation, add +2 **DICE** to the Success Rolls for Ranged Attacks that are made by the Sniper Priest.

Keywords NEW ANTIOCH, ELITE

0-1 Trench Cleric - Cost: 60

A holy warrior entrusted with the very souls of the soldiers in the company. The Cleric chants inspiring battle prayers and can invoke divine miracles, from healing the wounded to smiting the enemy. The Cleric often carries a portable shrine on their back, honouring the company's Patron, be it a revered saint of their homeland, a mighty archangel, or the Lord himself.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	0	32 mm

Battlekit Trench Clerics can have any Battlekit from the New Antioch Armoury Tables.

Abilities

- God is With Us! **ACTION**: A Trench Cleric can take a God is With Us! **ACTION**. If they do so, take a Risky Success Roll for the Trench Cleric. If the roll is a Failure, nothing happens, and the Trench Cleric's Activation ends. If the roll is a Success or a Critical Success, you can place **1 BLESSING MARKER** next to the Trench Cleric or a friendly model within 6" of the Trench Cleric.
- Onward Christian Soldiers!: Friendly **NEW ANTIOCH** models within 8" of a Trench Cleric have the **NEGATE FEAR** Keyword.

Keywords NEW ANTIOCH, ELITE, NEGATE FEAR

Troops Warband Entries
The Soldiery of New Antioch

Yeomen - Cost: 30

The basic troopers of New Antioch are brave men and women who have undergone standard training and sworn an oath to the Duke of New Antioch. Though they may lack the combat skills of more elite troops, they make up for it with sheer numbers and access to a wide array of weaponry.

Yeoman Profile

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	0	25 mm

Trench Mole Profile

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	0	25 mm

Battlekit A Yeoman may be recruited with a Bolt-Action Rifle (▸ see Battlekit in the Trench Crusade Digital Rulebook) for a reduced cost of 5. The Yeoman can also have any Battlekit from the New Antioch Armoury Tables.

Abilities

- Trench Moles: Trench Moles are scouts who use tunnels that criss-cross No Man's Land to reach positions ahead of the main trench lines. Up to 2 Yeomen can be upgraded to Trench Moles with the **INFILTRATOR** Keyword at a cost of +10 each. You can include a 3rd Trench Mole in a Warband if the total cost of all of the other models in the Warband (including their Battlekit, etc) adds up to 1,000 or more.

Keywords NEW ANTIOCH

0-5 Shock Troopers - Cost: 45

Highly trained in combined arms and fireteam tactics, these assault troops specialise in breaching enemy defences, and are masters of rapid assault and melee combat.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	0	25mm

Battlekit A Shock Trooper can have any Battlekit from the New Antioch Armoury Tables.

Abilities

- Assault Drill: You can ignore the Effect of the **HEAVY** Keyword for 1 Melee Weapon that a Shock Trooper has. A Shock Trooper still cannot have more than 1 Weapon (of any type) with the **HEAVY** Keyword.
- Shock Charge: When you roll the Charge Bonus for a Shock Trooper, roll 1 extra D6 and use the single highest die to determine the bonus.

Keywords NEW ANTIOCH

MF

0-2 Combat Engineers - Cost: 80

Combat Engineers specialise in destroying bunkers, discovering minefields, and building battlefield emplacements. Clad in steel body armour and armed for close combat, they brave the most perilous frontlines. Casualties within their ranks are exceedingly high, yet they consider it an honour to fight and die for New Antioch and the Church.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	-2	25mm

Battlekit A Combat Engineer always has Engineer Body Armour (▸ see New Antioch Battlekit) and a Shovel. This Battlekit cannot be removed or lost throughout the campaign for any reason. The Injury Modifier for the Armour is included in the model's Profile above. They can also have any Battlekit from the New Antioch Armoury Tables, apart from Armour.

Abilities

- Battlefield Demolition: You can ignore the Effect of the **HEAVY** Keyword for 1 Satchel Charge that a Combat Engineer has. A Combat Engineer still cannot have more than 1 Weapon (of any type) with the **HEAVY** Keyword.
- Set Mine **ACTION**: A Combat Engineer can take a Set Mine **ACTION** if they are in contact with a terrain piece that measures up to 8" by 8" that doesn't have the **MINED** Keyword. If they do so, take a Success Roll for the model and add **+2 DICE** to the roll. If the roll is a Failure, nothing happens. If the roll is a Success or a Critical Success, the terrain piece gains the **MINED** Keyword.
- Defuse Mine: When you move a Combat Engineer into contact with a Marker or terrain piece with the **MINED** Keyword, you can say the Combat Engineer will try to defuse the mine before it detonates (▸ see **MINED**). If you do so, take a Risky Success Roll for the model. If the roll is a Failure the mine detonates and the Combat Engineer's Activation ends. If the roll is a Success or a Critical Success, the mine does not detonate, and the Marker or terrain piece loses the **MINED** Keyword. A model that sets a mine on a terrain piece can defuse the mine automatically if it moves into contact with the terrain piece (do not take a Risky Success Roll.
- Fortify **ACTION**: A Combat Engineer can take a Fortify **ACTION**. If they do so, take a Risky Success Roll for the Combat Engineer. If the roll is a Failure, the Combat Engineer's Activation ends. If the roll is a Success or a Critical Success, the Combat Engineer has the **COVER** Keyword until they move away from their current position.

Keywords NEW ANTIOCH, NEGATE MINED

0-3 Mechanized Heavy Infantry - Cost: 85 or 95

Well-armoured, imposing soldiers, the Mechanized Heavy Infantry wield the heavy weaponry of the company. Selected from amongst the best, they undergo heavy chemical enhancements to maximise their strength and endurance.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+0 DICE	-2/-3 (▸ see below)	40 mm

Battlekit A Mechanized Heavy Infantry model always has either Reinforced Armour at cost of 85, or Machine Armour at a cost of 95. Their Armour cannot be removed or lost throughout the campaign for any reason. The Injury Modifier for the Armour is included in the model's Profile above. They can have any Battlekit from the New Antioch Armoury Tables, apart from Armour.

Abilities None

Keywords NEW ANTIOCH, STRONG

0-1 Combat Medic - Cost: 65

New Antioch Combat Medics are highly-trained specialist troops. Many are devout followers of Saint Michael, the Archangel, revered as both a warrior-saint and the protector of medics, whom they believe steadies their hands and guides their blades. Combat Medics serve a brutal dual duty. They must deliver emergency battlefield treatment aimed at returning soldiers to the fight as swiftly as possible, while also standing shoulder to shoulder with them on the front lines. Their misericordia knives are equally useful for on-the-spot surgery and the rapid dispatch of fallen enemies.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	-1	25 mm

Battlekit A Combat Medic always has Standard Armour, a Gas Mask, a Medi-kit, and a Misericordia (▸ see Battlekit in the Trench Crusade Digital Rulebook). The Injury Modifier for the Armour is included in the model's Profile above. They can also have any Battlekit from the New Antioch Armoury Tables, apart from Armour.

Abilities

- Expert Medic: Add +2 DICE to the Risky Success Roll when a Combat Medic carries out a Treat ACTION with their Medi-kit.
- Finish the Fallen: Due to their knowledge of anatomy and physiology, medics are experts at inflicting debilitating injuries and excruciating pain. Add +1 INJURY DICE to Injury Rolls for Melee Attacks made by a Combat Medic if the target is Down and does not have the BLACK GRAIL or DEMONIC Keywords.

Keywords NEW ANTIOCH, NEGATE FEAR

Warband Variants

Papal States Intervention Force

The Papal States, which operate under the command of the Supreme Pontiff of Rome (rather than the Duke of New Antioch), are sometimes dispatched to the front lines to perform a specific duty, such as hunting down and eliminating dangerous Heretic leaders, or recovering artefacts of great spiritual importance.

These warbands are typically relatively small but have access to extremely elite soldiers and specialist equipment. They are led by utterly devoted warrior-monks and priests handpicked by the Pope.

PAPAL STATES INTERVENTION FORCE SPECIAL RULES

The following special rules apply to a Papal States Intervention Force Warband.

- Far from Home: A Papal States Intervention Force Warband cannot include Trench Moles.
- Lector: A Papal States Intervention Force Warband must include 1 Trench Cleric, but does not have to include a Lieutenant. A Trench Cleric in a Papal States Intervention Force Warband has the **LEADER** Keyword and the following additional ability:
  - **Arise and be Healed! ACTION**: A Papal States Intervention Force Trench Cleric can take an Arise and be Healed! **ACTION**. If they do so, take a Risky Success Roll for the Trench Cleric. If the roll is a Failure, nothing happens, and the Trench Cleric's Activation ends. If the roll is a Success or Critical Success, pick the Trench Cleric or 1 friendly model within 3" of the Trench Cleric. The model you pick can stand back up at no cost to their movement, and you can remove up to D3 **BLOOD MARKERS** and/or **INFECTION MARKERS** from the model.
- Specialist Force: You have 500 ⓿ and 11 ✳ to recruit a Papal State Intervention Force Warband for a campaign (▸ see Starting a Warband). A Papal States Intervention Force gains 4 ✳ each time it calls for Reinforcements. In a campaign, their Threshold Value is reduced by 200 ⓿. When recruiting models as a latecomer for a campaign, or for a one-off game, after agreeing upon the size of the game, reduce the amount of ⓿ a Papal States Intervention Force Warband has to spend by 200 ⓿, and increase the amount of ✳ they have to spend by 11 ✳
- Supreme Blessing: When you recruit a Papal States Intervention Force Warband, you must give the Supreme Pontiff's Crucifix to one model in the Warband. The Supreme Pontiff's Crucifix taken when the Warband is created is free and does not cost any ✳ (if it is lost then the replacement must be paid for normally).
- Swiss Guard: The Lieutenant and up to 4 models in a Papal States Intervention Force Warband can have the **NEGATE FEAR** Keyword at no additional cost in ⓿.

PAPAL STATES INTERVENTION FORCE ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Papal States Intervention Force Warband.

Supreme Pontiff 's Crucifix | 3 ✳ | Limit: 1

This holy gift has been blessed by the Supreme Pontiff themselves and inspires the wearer to overcome any adversity.

Type	Range	Keywords
Equipment	-	-

- Inspiring Relic: The bearer of this relic does not end their activation after a failed Risky Success Roll.

Éire Rangers

The Emerald Isle, Éire, an ancient stronghold of the Church and a famed centre of learning, is home to the Éire Rangers. The island has long endured devastating raids by the Heretic navy. It has suffered famine, been ravaged by the Black Grail, and survived a full-scale invasion aimed at destroying the famed House of Manuscripts. After a hundred years of brutal conflict, its warriors have become masters of skirmish warfare and guerrilla resistance. Their suffering has made them bitter, unrelenting enemies.

Elite Fianna warrior-hunters are especially adept at guerrilla tactics. They uphold the ancient tradition of roving warriors living off the land. While seen as troublemakers, they are a welcome asset to any warband. They adorn themselves with grisly trophies in the manner of their pagan ancestors, carrying skulls of the vanquished, much to the irritation of the Church.

Éire has few resources for heavy armour or intricate automatic weapons, but they more than make up for this with their skilled light infantry and knowledge of the lay of the land. When the Poet-King Tadhg O'Connor dispatches his famed Rangers to aid the Principality of New Antioch, in lieu of the yearly tithe of Vienna, the duke is more than happy to accept these fierce warriors.

A rare latent berserker trait runs in a few warrior bloodlines of Éire. It can manifest with the chemical communion of the blood of the Meta-Christ. Such fighters enter a state of battle-rage, where no bullet or blade seems to cause them any harm.

ÉIRE RANGERS SPECIAL RULES

The following special rules apply to an Éire Rangers Warband.

- Anointed Ammunition: Models in an Eire Ranger Warband can have Armour-Piercing Bullets (▸ see Battlekit in the Trench Crusade Digital Rulebook) at a cost of 5 ✪ each. The Armour-Piercing Bullets have the Limit: 2 stipulation.
- Berserker: The Lieutenant or one of the Fianna in an Éire Rangers Warband can be upgraded to a Berserker for +15 ✪. A Berserker cannot have Armour (they can have Shields). In addition, a Berserker has the **NEGATE FEAR** Keyword, and **BLOOD MARKERS** are never placed on them under any circumstances.
- Carnyx: One Musical Instrument in an Éire Rangers Warband can have the **FEAR** Keyword at no additional cost in ✪.
- Fianna: The Fianna are famed warrior-hunters. Shock Troopers in an Éire Rangers Warband can have the **INFILTRATOR** and **SKIRMISHER** Keywords for +10 ✪ per model.
- Followers of Saint Patrick: The Patron of an Éire Rangers Warband is always a Learned Saint.
- Hit & Run Tactics: Add **-1 DICE** to the roll for a Melee Attack that targets a model from an Éire Rangers Warband that is making a Retreat.

- Light Infantry: The following restrictions apply to an Éire Rangers Warband:
  - It can only include 1 Mechanized Heavy Infantry model but can have up to 4 Combat Engineers and the Limit on Satchel Charges is changed to 4.
  - It cannot include more than 3 models that have a Great Sword/Axe. In addition, Mechanized Heavy Infantry models cannot have a Great Sword/Axe.
  - With the exception of Great Swords/Axes, only the Mechanized Heavy Infantry model can have Ranged Weapons and Melee Weapons with the **HEAVY** Keyword. Combat Engineers can have Satchel Charges.
  - Only Mechanized Heavy Infantry can have Reinforced Armour or Machine Armour.
- Loose Formation: The Lieutenant in an Éire Rangers Warband replaces their Hold Your Fire! ability with the **SKIRMISHER** Keyword at no change to their cost in .
- Strong in Faith: Éire is a bastion of the Church, with many famed warrior-priests who travel to war. An Éire Rangers Warband can include 0-2 Trench Clerics. In addition, Trench Clerics in an Éire Rangers Warband replace the Onward Christian Soldiers ability with the following two abilities:
  - **Arise and be Healed! ACTION**: An Éire Rangers Trench Cleric can take an Arise and be Healed! **ACTION**. If they do so, take a Risky Success Roll for the Trench Cleric. If the roll is a Failure, nothing happens, and the Trench Cleric's Activation ends. If the roll is a Success or Critical Success, pick the Trench Cleric or one friendly model within 3" of the Trench Cleric. The model you pick can stand back up at no cost to their movement, and you can remove up to D3 **BLOOD MARKERS** and/or **INFECTION MARKERS** from the model.
  - **Away Serpents! ACTION**: An Éire Rangers Trench Cleric can take an Away Serpents! **ACTION**. If they do so, pick 1 enemy model within 12" of the Trench Cleric and say that the Trench Cleric orders them to crawl on their belly like a snake. Then take a Risky Success Roll for the Trench Cleric. Add **-1 DICE** to the roll if the enemy model is mounted on a base that is 40mm or greater. If the roll is a Failure, nothing happens, and the Trench Cleric's Activation ends. If the roll is a Success or Critical Success, the enemy model is taken Down.

Kingdom of Alba Assault Detachment

Hailing from the Scottish Highlands where the Church is strong, these men and women come to New Antioch in search of both glory, forgiveness of their sins, as well as dreams of acquiring valuable loot to send back to their homeland, but above all to get their hands on some Devil-worshippers up-close and in personal combat!

The Heretic submarine fleet harries the shores of the Kingdom constantly, impoverishing their lands and carrying off their young in chains to be sacrificed on the dark altars of the archdevils. Thus, the hatred of the Highlanders towards Hell's forces runs deep and bitter. The fleet of England and its famed Moving Fortress are reserved for guarding their own shores exclusively, causing friction and resentment among their northern neighbours, whose coastal defences are far less comprehensive.

As is the tradition in Alba, these warbands favour close quarters combat and fierce charges over defence and long-range attacks. They wield Lochaber axes and their famous claymores with great skill. To deal with the rugged terrain of their homeland, the Crown of Alba produces a highly mobile version of machine armour.

KINGDOM OF ALBA ASSAULT DETACHMENT SPECIAL RULES

The following special rules apply to a Kingdom of Alba Assault Detachment Warband.

- Bagpipes: One Musical Instrument in a Kingdom of Alba Assault Detachment Warband can be upgraded to a set of Bagpipes at no additional cost in ⓿. Friendly models within 8" of a model that has a set of Bagpipes have the **NEGATE FEAR** Keyword.
- Brave: Add **+1 DICE** to the Success Rolls for a Morale Check for a Kingdom of Alba Assault Detachment Warband.
- Celtic Machine Armour: Models in a Kingdom of Alba Assault Detachment Warband with Machine Armour have a Charge Bonus of D6" (it is not reduced to D3" by Machine Armour).
- Claymore Smiths: Great Swords/Axes cost 7 ⓿ instead of 12 for models from a Kingdom of Alba Assault Detachment Warband.
- Cold Steel: Halve the cost of a Melee Weapon the first time that is purchased for a Kingdom of Alba Assault Detachment Warband. For example, the first Sword/Axe purchased for a Warband would cost 2 ⓿ while any further Swords/Axes would cost 4 ⓿ each
- Dum-Dum Ammunition: Models in a Kingdom of Alba Assault Detachment Warband can have Dum-Dum Bullets (▸ see Battlekit in the Trench Crusade Digital Rulebook) at a cost of 5 ⓿ each. The Dum-Dum Bullets have the Limit: 3 stipulation.
- Highland Strength: The Lieutenant and any Shock Troopers in a Kingdom of Alba Assault Detachment Warband have the **STRONG** Keyword at no additional cost in ⓿.

- Lightly-armoured: Only the Lieutenant and Mechanized Heavy Infantry models in a Kingdom of Alba Assault Detachment Warband can have Reinforced Armour or Machine Armour.
- Melee-focused: Mechanized Heavy Infantry in a Kingdom of Alba Assault Detachment Warband have a Melee Characteristic of **+1 DICE** and a Ranged Characteristic of **+0 DICE**.
- Rampant Charge: Models in a Kingdom of Alba Assault Detachment Warband have the **IGNORE DEFENDED OBSTACLE** Keyword.
- Strained Supply: Automatic Shotguns, Grenade Launchers, Machine Guns, Sniper Rifles, and Submachine Guns in a Kingdom of Alba Assault Detachment Warband have a Limit of 1.

KINGDOM OF ALBA ASSAULT DETACHMENT ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Kingdom of Alba Warband.

Lochaber Axe | 20

Lochaber axes combine the power of the battle axe with the defensive qualities of a polearm. Its wicked spike has stopped many a Heretic in their tracks. Dùn Èideann Guard are especially adept at their use.

Type	Range	Keywords
2 -Handed	Melee	+2 INJURY DICE, BLOCK, CRITICAL, CUMBERSOME, HEAVY

Stosstruppen of the Free State of Prussia

When the need to take out an enemy strongpoint or assault an especially powerful defensive line of trenches or redoubts arises, the Duke of Antioch often calls upon the famed Stosstruppen forces of the Free State of Prussia. These elite units operate in deep forward positions, often carrying secret orders or specific missions from the Princes of the Church or New Antioch High Command.

The Free State Shock Troopers are selected and trained specifically to perform lightning assaults, master the firearms of close assault, and operate in Fireteams that are perfectly synchronised in their combined arms tactics.

Admittance to this elite group is strictly by merit. All members must be decorated athletes, under 25 years of age, unmarried, and must have demonstrated a high level of aggression on the battlefield. Of all the soldiers serving Prussia, Stosstruppen have by far the highest casualty rate.

When inducted into the ranks, all swear an oath at the Königsberg Cathedral:

"Everything which the enemy least expects will succeed the best."

STOSSTRUPPEN OF THE FREE STATE OF PRUSSIA SPECIAL RULES

The following special rules apply to a Stosstruppen of the Free State of Prussia Warband.

- Athleticism: The Lieutenant and Shock Troopers in a Stosstruppen of the Free State of Prussia Warband can have the Rapid Assault ability at a cost of +5 ⓿ each.
  - **Rapid Assault:** Add **+1 DICE** to the Risky Success Roll when a model with the Rapid Assault ability takes a Dash **ACTION**.
- Expert Fireteams: A Stosstruppen of the Free State of Prussia Warband can include up to 3 Fireteams instead of only 2.
- Feldkaplane: Trench Clerics in a Stosstruppen of the Free State of Prussia Warband can have 1 dose of Holy Smoke (▸ see the Stosstruppen of the Free State of Prussia Armoury).
- Forward Positions: Up to 2 Shock Troopers in a Stosstruppen of the Free State of Prussia Warband can have the **INFILTRATOR** Keyword at a cost of +10 ⓿ each.
- Lightly-armoured: Only the Lieutenant and Mechanized Heavy Infantry model in a Stosstruppen of the Free State of Prussia Warband can have Reinforced Armour or Machine Armour.
- Light Melee: Shock Troopers in a Stosstruppen of the Free State of Prussia Warband do not have the Assault Drill ability. They still cost 45 ⓿.
- Masters of the Grenade: Add 4" to the Range of all Grenades used by models from a Stosstruppen of the Free State of Prussia Warband.
- Specialised Equipment: Submachine Guns in a Stosstruppen of the Free State of Prussia Warband have a Limit of 4, and Automatic Pistols do not have the **ELITE** only stipulation. However, Machine Guns in a Stosstruppen of the Free State of Prussia Warband have a Limit of 1, and models cannot have Grenade Launchers or Martyrdom Pills.

- Troop Selection: A Stosstruppen of the Free State of Prussia Warband must include 2-8 Shock Troopers and cannot include Trench Moles. In addition, it cannot have more than 1 Sniper Priest or 1 Mechanized Heavy Infantry model.

STOSSTRUPPEN OF THE FREE STATE OF PRUSSIA ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Stosstruppen of the Free State of Prussia Warband.

Tank-Splitter Sword | 15 | Limit: 2

It takes years of gruelling Mensur practice and field drills to acquire the precision and speed required to use the specialist tank-splitter swords of the Gardekorps. Despite their great size (often over 6 feet long), they are remarkably light, and due to the large quantities of orichalcum used in their forging process, they are virtually unbreakable. They are often used to disable tanks and other armoured vehicles, by either slicing their armour open or disabling them with an accurate swing to sever their tracks. Before any battle, they are treated with a special metal-corroding chemical compound which melts armour, making it far deadlier against armoured targets than those who wear none.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, CRITICAL, CUMBERSOME

- Melt Armour: When you make an Injury Roll for an attack made with a Tank-Splitter Sword, determine if the target has an Armour Characteristic that is -1 or greater, or if it is wearing Armour or carrying a Shield. If it does, before rolling the dice for the Success Roll, put one dice aside and turn it so that it shows a roll of '6'. Roll the rest of the dice, and then return the dice you put to one side; it counts as having rolled a 6. In addition, attacks made with a Tank-Splitter Sword are not affected by the Dragonslayer Patron Skill (▸ see Patrons in the Trench Crusade Digital Rulebook).

Holy Smoke | 15 | Consumable, Trench Clerics only

Made of a mixture of frankincense, agarwood, and secret chemicals from the Mendelist Order, this burned incense is inhaled by Prussian Trench Clerics before battle. It is highly addictive but grants great physical and mental resilience.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Chemical Incense: When you deploy a model that has Holy Smoke, you can say that they will consume it. If you do so, until the end of the game, the model has the **NEGATE FEAR** Keyword if it doesn't already have it, and **-1 INJURY DICE** is added to Injury Rolls for attacks that hit it.

Expeditionary Forces of Abyssinia

The Expeditionary Forces of Abyssinia represent the forces of the Solomonic Throne of Ethiopia. While the warriors of Africa also defend their homeland against the Legions of Mammon, they still faithfully send reinforcements to New Antioch once every seven years.

Most Ethiopian army regulars hail from Oromo and Amhara, the heartlands of the Solomonic Empire. They typically wear a traditional white shamma robe that doubles as both body and head covering, along with kammish shirt-tunics instead of uniforms. Many warriors go to battle barefoot, being well accustomed to walking unshod over rough terrain.

Their training emphasises short-range marksmanship, which decimates the enemy ranks and allows the elite Chewa to finish the fight in close combat. In close quarters they wield many weapons, though swords are the most common tools of war, especially the sickle-like shotel swords designed to overcome shields. The Ethiopian fighters favour a half-moon formation to outflank and envelop an enemy, with devastating short-range fire from the flanks forcing the foe out of their positions. All the while the Holy Warriors, soldiers dedicated to warrior-saints and martyrs, treat the wounded. They are among the few Faithful capable of countering even the power of the Black Grail, if they get to the victim early enough.

EXPEDITIONARY FORCES OF ABYSSINIA SPECIAL RULES

The following special rules apply to an Expeditionary Forces of Abyssinia Warband.

- Abyssinian Healers: An Expeditionary Forces of Abyssinia Warband can include 0-2 Combat Medics and Misericordia have the Limit: 2 stipulation instead of Limit: 1.
- Chieftain Panoply: Mechanized Heavy Infantry in an Expeditionary Forces of Abyssinia Warband cannot have Machine Armour.
- Faith of Ethiopia: The sect of the Sniper Priests does not operate in the Solomonic Dynasty. An Expeditionary Forces of Abyssinia Warband cannot include Sniper Priests.
- Holy Warriors: An Expeditionary Forces of Abyssinia Warband can include 0-1 Trench Cleric and 0-2 Holy Warriors. Use the Trench Clerics Warband Entry for Holy Warriors. In addition to the normal rules for a Trench Cleric, a Holy Warrior has the following abilities:
  - **Blessed Psalm ACTION**: A Holy Warrior can take a Blessed Psalm **ACTION**. If they do so, you can remove 1 **BLESSED MARKER** from the Holy Warrior and place it beside a friendly model. A Success Roll is not required to carry out this Action.
  - **Arise and be Healed! ACTION**: A Holy Warrior can take an Arise and be Healed! **ACTION**. If they do so, take a Risky Success Roll for the Holy Warrior. If the roll is a Failure, nothing happens, and the Holy Warrior's Activation ends. If the roll is a Success or Critical Success, pick the Holy Warrior or 1 friendly model within 3" of the Holy Warrior. The model you pick can stand back up at no cost to their movement, and you can remove up to D3 **BLOOD MARKERS** and/or **INFECTION MARKERS** from the model.

- Short-Range Marksmanship: Add **+1 DICE** to the Success Rolls for Ranged Attacks made at Short Range by the Lieutenant and any Yeomen in an Expeditionary Forces of Abyssinia Warband, unless the attacking Weapon is a Grenade or has the **HEAVY** Keyword.
- Vanguard Forces: An Expeditionary Forces of Abyssinia Warband cannot include Trench Moles. Instead, up to 4 Yeomen in an Expeditionary Forces of Abyssinia Warband can have the Flanking ability for +5 each.
  - **Flanking:** When a model with this ability is deployed for the first time in a game, it can be deployed normally in its own deployment zone or in contact with any edge of the battlefield and at least 8" away from any enemy models. Models with this ability are deployed before models with the **INFILTRATOR** Keyword, but after all other models. If a scenario has a special rule that says that models with the **INFILTRATOR** Keyword must deploy normally, then models with this ability must also deploy normally.
- Warrior Nobles: Shock Troopers and models with the **ELITE** Keyword in an Expeditionary Forces of Abyssinia Warband can have the Chewa ability for +5 each.
  - **Chewa:** Add **+1 DICE** to the Success Roll for a Melee Attack made by a model with the Chewa ability for each other friendly model within 1" of the target, up to a maximum of **+2 DICE**.
- Weapons of Mobile Warfare: An Expeditionary Forces of Abyssinia Warband can have a maximum of 3 Ranged Weapons with the **HEAVY** Keyword, not counting Satchel Charges.

EXPEDITIONARY FORCES OF ABYSSINIA ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to an Expeditionary Forces of Abyssinia Warband.

Shotel | 5 | Chewa & ELITE only

Since the days of ancient Axum, the Shotel has been the weapon of choice for the Ethiopian warrior-elite. Its curved blade is designed to reach around an opponent's shield and stab them in vital areas, such as the kidneys or lungs.

Type	Range	Keywords
1-Handed	Melee	CRITICAL

- Bypass Shield: The Shotel is specifically designed to overcome enemy shields. Ignore **-INJURY DICE** or **-INJURY MODIFIERS** for Shields against Melee Attacks made with a Shotel. Any other Keywords or special rules that apply to the Shield are used normally.

Holy Water of Lalibela | 3 ⓜ | Consumable, Limit: 5

Vials of holy water from the rock-hewn churches of Lalibela are carried by the Ethiopian warriors on their campaigns. It has great power over demonic entities and aids in healing.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Healing Waters: Add **+1 DICE** when a model with the Holy Water of Lalibela takes a Success Roll for an **ACTION** that can remove **BLOOD MARKERS** and/or **INFECTION MARKERS** from another model or itself.

Anfarro (Warriors Crown) | 10 ⓜ | Chewa & ELITE only, Headgear, Limit: 6

An Anfarro is made from a ring of lion's hair held in a filigree gilt metal coronet studded with blue and red gemstones. It is granted by the Emperor to an aristocratic warrior and lion hunter as a token of honour and bravery.

Type	Range	Keywords
Equipment	-	NEGATE FEAR

- Token of Honour: Add **+1 DICE** to the Melee Characteristic of a model with an Anfarro.

Tabot | 4 ⊛ | Holy warrior only, Limit: 1

Made from alabaster, marble, or wood from an acacia tree, these are blessed replicas of the Ark of the Covenant. A priest who accompanies the forces of the King of Kings to New Antioch will take the holy tabot with them, wrapped in silk cloth decorated with gold string. Its miraculous powers reward those who perform virtuous deeds on the battlefield.

Type	Range	Keywords
Equipment	-	-

- Virtuous Rewards: Place **1 BLESSING MARKER** next to a model that has a Tabot each time that an **ACTION** carried out by a friendly model results in one or more **BLOOD MARKERS** and/or **INFECTION MARKERS** being removed from one or more friendly models.

TRENCH PILGRIMS

As the war rages against the minions of Hell, strange visions torment the Faithful across the globe. Men and women touched by Heaven receive glimpses of divine mysteries, and revelations are bestowed upon them by the messengers of God. Sisters of the Holy Orders are marked by stigmata and take up the sword and the cross, as instructed by the angels. Those who have transgressed seek to atone for their sins by taking as many followers of the Devil as possible with them into the afterlife.

So they come, the mad and the maimed, the God-touched and the guilt-ridden, all gathering around Prophets and Prophetesses, forming Trench Pilgrim Processions. These disorganised groups follow the prophets of the Lord unto the front lines and fight with unrivalled zeal, throwing themselves against the Heretics. They arm themselves with anything they can get their hands on, from antique muskets to scourges and Molotov cocktails.

The Holy See does not officially sanction Pilgrims, but the Church still blesses the crusades of the Faithful. Pilgrim Processions are a common sight on the battlefields, charging across No Man's Land in suicidal assaults against the Heretics. They are guided by the visions of the Prophets and Prophetesses who lead them, and urged on by the whips of Castigators – tasked with instilling the fear of God in their troops.

Most Pilgrims are men and women with little military training, but when they don the iron capirote of a Trench Pilgrim, their minds are fortified and their resolve is unyielding. With fear stripped away, they charge into battle, undeterred even by demons from the deepest Bolgias of Hell. Those who fall in battle may discover that their mission is not yet at an end. Sometimes the Seventh Meta-Christ will deem a fallen Pilgrim worthy and bring them back as a Martyr-Penitent. These warriors are halfway between Heaven and Earth, able to fight once more and feel no pain from bullet or bayonet thrust.

Rarer and more dangerous are the Stigmatic Nuns, holy sisters who manifest wounds to match those of the Third Meta-Christ, whom the Nuns venerate. They excel in close-quarters combat, for each bleeding wound they suffer makes them stronger, not weaker. Their devotion to suffering, as their Lord once did, grants them strength and endurance beyond that of mere mortals. Armed with swords and pistols, they charge across No Man's Land, heedless of danger, praying to receive wounds for the Redeemer, which will transform them into the very Vengeance of the Lord.

Ecclesiastic Prisoners are driven in front of the Trench Pilgrims, captured enemies of the True Faith or volunteer sinners. Each is strapped with a high explosive, which is detonated once they reach enemy lines. They dash across the killing grounds, hoping to survive the blast somehow and escape, or take as many followers of Lucifer with them as they can, depending on their convictions.

A War Prophet is often ably supported by a second-in-command called a Castigator, a veteran of war pilgrimages who is entrusted with maintaining discipline and spiritual purity of the Procession.

Each Trench Pilgrim of the warband takes a solemn vow to submit themselves to a Castigator's authority and discipline, be it applied by either word or a lash. As a sign of this duty, Castigators often carry multi-thonged war scourges as both the symbol of their office and as a tool of chastisement. Consequently, many Pilgrims carry scars and whipmarks as proof of their Castigator's zeal.

Communicants of the Trench Pilgrim processions are not the creations of the carefully-controlled official Mendelist operated Communicants Programme. Instead, they are made in unsanctioned laboratories built by the Pilgrims themselves, where they use shady black market sources of the blood and flesh of the Meta-Christ in order to feed their own volunteers. While most of the willing perish, unable to contain the divine corpuscles within their frail bodies, the successful Communicants are a sight to behold. Huge warriors with superhuman strength, and utter devotion to their cause, with such a clarity of holy vision that they need no eyes to perceive the world.

Trench Pilgrims

Many of the devout see it as their sacred duty to make the pilgrimage to No Man's Land and throw themselves at the forces of Hell with righteous wrath. These zealots band together into vast Pilgrim Processions, fighting an endless crusade against the blasphemous foe.

Warband Creation

You have 700 ⓦ to recruit a Trench Pilgrims Warband for a campaign (▸ see Starting a Warband). Trench Pilgrims are Faithful.

Special Rules

No special rules apply to a standard Trench Pilgrims Warband.

Armoury Tables

Trench Pilgrims can have the following Battlekit. Battlekit with a bullet point [•] is unique to Trench Pilgrims Warbands, and its rules can be found in the Trench Pilgrims Battlekit section after the Armoury. (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Ranged Weapons

Automatic Pistol	Limit: 2	20 ⓦ
Blunderbuss	Shield Combo	5 ⓦ
Bolt-Action Rifle	Bayonet Lug	10 ⓦ
Flamethrower	Limit: 2	30 ⓦ
Machine Gun		2 ✳
Musket	Bayonet Lug	5 ⓦ
Pistol		6 ⓦ
• Punt Gun	Limit: 2	20 ⓦ
Semi-Automatic Rifle	Bayonet Lug	15 ⓦ
Shotgun	Bayonet Lug, Shield Combo	10 ⓦ
Sniper Rifle		2 ✳
Submachine Gun	Bayonet Lug, Shield Combo	2 ✳

Melee Weapons

Anti-Tank Hammer	**ELITE** only, Limit: 3	35
Bayonet	Shield Combo	2
Flail/Scourge		5
Great Hammer/Maul		10
Great Sword/Axe		12
Misericordia	Limit: 1	15
Polearm	Shield Combo	7
Sword/Axe		4
Trench Club		3
Trench Knife		1

Grenades

Incendiary Grenades		15
Molotov Cocktail		5
• Warcross		5

Shields

• Holy Icon Shield	**ELITE** only, Shield Combo	2
Trench Shield	Shield Combo	10

Armour

Reinforced Armour	**ELITE** only	40
Standard Armour		15

Equipment

Blessed Icon	Consumable	15
Field Shrine		2
Gas Mask		5
Holy Relic	**ELITE** only	2
Incendiary Ammunition	Consumable, Limit: 1	15
• Iron Capirote	Headgear	7
Martyrdom Pills	Consumable, Limit: 3	20
Medi-kit		5
Mountaineer Kit	Limit: 1	3
Musical Instrument	Limit: 1	15
Troop Flag	Limit: 1	1

Trench Pilgrims Battlekit

The following Battlekit items are unique to the Trench Pilgrims Warband. Rules for all other items are in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Holy Icon Shield | 2 ✳ | ELITE only

These shields are made from icons that have performed miracles. Mounted on blessed wood, they are harder than any steel and virtually indestructible. Only the most revered fighters in the service of the Church carry one.

Type	Range	Keywords
Shield	-	-1 INJURY MODIFIER, IMPERVIOUS

Iron Capirote | 7 ✪ | Headgear

A conical helmet blessed by the Church and often containing a fragment of a relic. Iron capirotes shield their wearers from the psychological horror of war and allow them to face creatures from the pits of Hell unflinchingly.

Type	Range	Keywords
Equipment	-	NEGATE FEAR, NEGATE SHRAPNEL

Punt Gun | 20 ✪ | Limit: 2

A Punt Gun is an enormous shotgun loaded with up to 25 ounces of shot. It can be loaded with a risky amount of powder and square shot, which causes widespread damage and destruction. It is a very popular weapon among Trench Pilgrims who lack access to conventional heavy weapons.

Type	Range	Keywords
2-Handed	18”	+1 DICE, +1 INJURY DICE, HEAVY, SHOTGUN, SHRAPNEL

⌖ Overcharge: Before making a Ranged Attack with a model armed with a Punt Gun, you can say that the model will Overcharge the weapon. To do so, the model has to either have the **STRONG** Keyword or be in contact with a friendly model. An Overcharged Ranged Attack gains the **BLAST** 3” and **RELOAD** Keywords. After an Overcharged attack has been carried out, place **1 BLOOD MARKER** next to the model that made the attack, and its activation immediately ends.

Warcross | 5

A warcross (also known as a wurfkreuz in the Holy Roman Empire) is a four-pronged throwing weapon in the shape of a cross. It is engraved with prayers and psalms that guide it on an unerring path.

Type	Range	Keywords
Grenade	8”	ASSAULT, IGNORE LONG RANGE

Elite Warband Entries:
God's Chosen

1 War Prophet - Cost: 80

A Trench Pilgrim Warband must include 1 War Prophet.

A charismatic leader and powerful fighter of the Pilgrim group. They are driven by visions of Armageddon, and their preaching and prophecies drive the pilgrimage from one battlefield to the next, as they seek to thwart the forces of Satan and find martyrdom in combat. They are equipped with loudspeakers, allowing them to blare out holy sermons and dire prophecies at 100 decibels to inspire the faithful.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+2 DICE	0	32mm

Battlekit A War Prophet can have any Battlekit from the Trench Pilgrims Armoury Tables.

Abilities

- Loudspeakers **ACTION**: A War Prophet can take a Loudspeakers **ACTION**. If they do so, take a Risky Success Roll for the model and add **+2 DICE** to the roll. If the roll is a Failure, the War Prophet's Activation ends immediately. If the roll is a Success or Critical Success, you can move all friendly models within 8" of the War Prophet up to 3". They must end the move as close as possible to the nearest enemy model that was visible to them at the start of the move. This move can be used to bring a model within 1" of an enemy model in which case the model counts as charging. If no enemy models are visible, they can move normally.
- Laying on of Hands **ACTION**: A War Prophet can take a Laying on of Hands **ACTION**. If they do so, take a Success Roll for the model. If the roll is a Failure, nothing happens. If the roll is a Success, remove **1 BLOOD MARKER** from a friendly model within 6" of the War Prophet. If the roll is a Critical Success, remove **3 BLOOD MARKERS** from a friendly model within 6" of the War Prophet instead of only 1. The War Prophet can use this **ACTION** to heal themselves.
- Memento Mori: The War Prophet is touched by a higher power, and the revealed truth allows them a degree of protection against premature death. The first time the War Prophet suffers an Out of Action result on the Injury Table, it is treated as a No Effect result instead. A War Prophet cannot have the **TOUGH** Keyword.

Keywords PILGRIM, ELITE, LEADER

0-1 Communicant - Cost: 100

Communicants are devotees who consumed the flesh of a Meta-Christ and drank its blood. Strengthened by the divine essence, they grow to enormous size, and the wounds they suffer close miraculously. They see more clearly blind, so blessed crosses are nailed through their eyes.

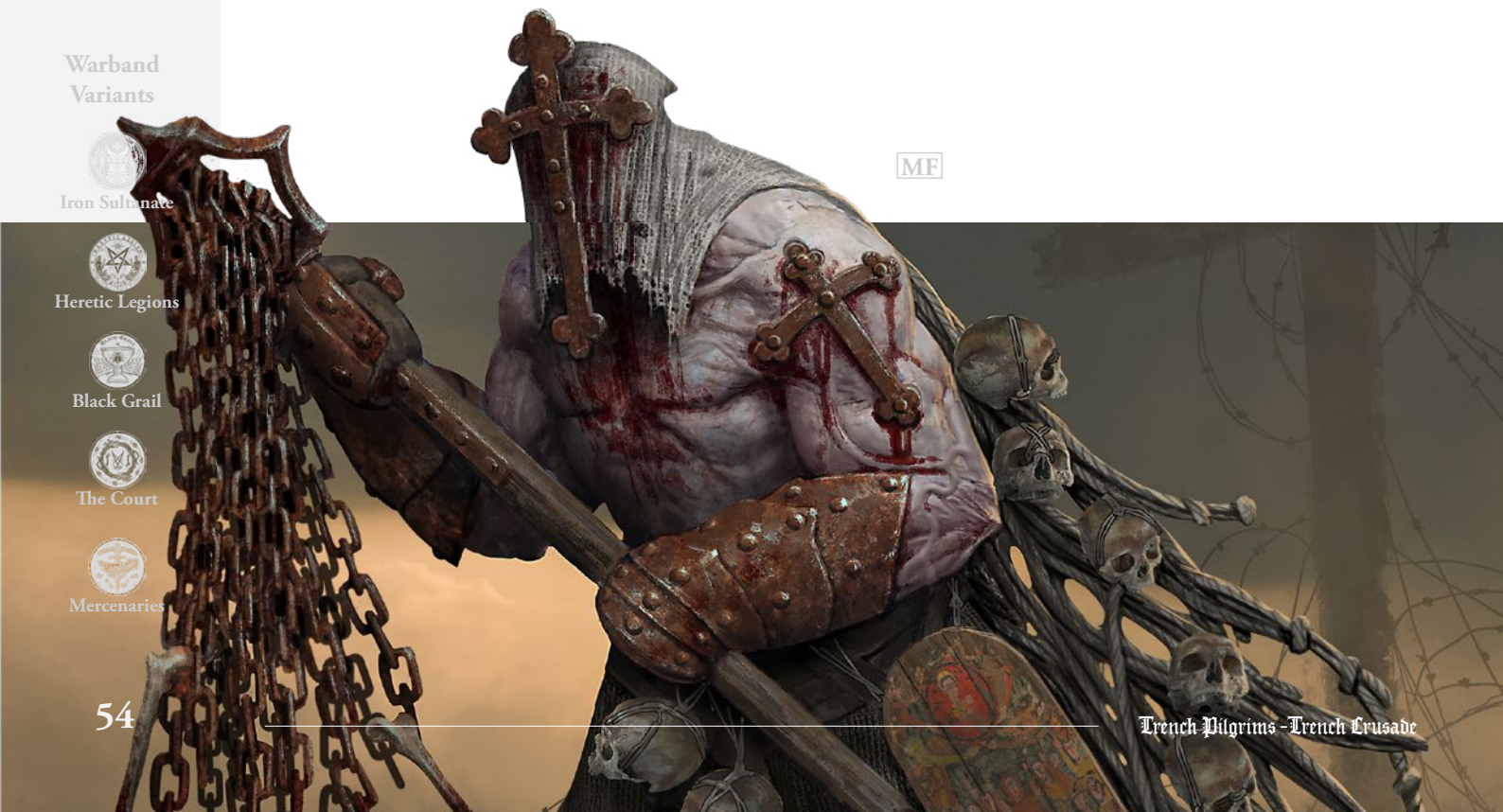
Movement	Ranged	Melee	Armour	Base
6"/Infantry	-3 DICE	+2 DICE	0	40mm

Battlekit A Communicant has a Communicant Cross (▸ see below). The Communicant can also have any Battlekit from the Trench Pilgrims Armoury Tables.

Abilities

- Bodyguard: If a friendly **PILGRIM** model within 1" of a Communicant is hit by a Ranged Attack or Melee Attack, you can say that the Communicant will take the hit. If you do so, make an Injury Roll for the Communicant instead of the original target. This ability cannot be used against attacks that have the **BLAST** Keyword.
- The Communicant Cross: A sacred cross is nailed on the face of the Communicant. A Communicant counts as having the following pieces of Equipment at no cost in : Iron Capirote (Headgear); Gas Mask. It cannot be removed or lost for any reason.

Keywords PILGRIM, ELITE, REGENERATE 1, STRONG, TOUGH



0-1 Castigator - Cost: 50

Tasked with instilling the fear of God in the troops, this orthodox officer keeps the warriors on the path of righteousness and punishes those who transgress. They are protected by their unwavering faith as well as by the saints they revere.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	0	32mm

Battlekit A Castigator can have any Battlekit from the Trench Pilgrims Armoury Tables.

Abilities

- Enforced Orthodoxy **ACTION**: A Castigator can take an Enforced Orthodoxy **ACTION**. If they do so, take a Risky Success Roll for the model and add **+1 DICE** to the roll. If the roll is a Failure, the Castigator's Activation ends immediately. If the roll is a Success or Critical Success, all friendly models that are within 8" of the Castigator that are Down immediately stand back up at no cost to their movement.
- Whip of God: When a Castigator makes a Melee Attack, they can target a friendly model that is within 1" instead of an enemy model. Set aside a D6 each time a Castigator attacks a friendly model and takes them Out of Action with a Melee Attack. The next time the Castigator's Warband is forced to take a Morale Check, each D6 that was put aside adds **+1 DICE** to the roll and is then discarded.
- Zealot Strength: A Castigator can have the **STRONG** Keyword at a cost of +5 .

Keywords PILGRIM, ELITE

Troops Warband Entries: The Faithful

Trench Pilgrims - Cost: 30

A holy warrior of the trenches. They consider it their religious duty to make pilgrimages to the sacred battlefields to fight the Heretic Legions. Pilgrims wear the iron capirote to insulate their minds from the horrors of war.

Trench Pilgrim Profile

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	0	25mm

Martyr Penitent Profile

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	0	25mm

Battlekit A Trench Pilgrim can have any Battlekit from the Trench Pilgrims Armoury Tables.

Abilities

- Resurrection: If a Trench Pilgrim is killed after a game (▸ see Campaign in the Trench Crusade Digital Rulebook), they can be resurrected in the following Quartermaster Step as a Martyr Penitent with the Martyr Penitent Profile for a cost 45 . Add **-1 INJURY DICE** to Injury Rolls for a Martyr Penitent. A Martyr Penitent keeps their Battlekit and Zealot Strength if the ability was purchased, but loses any Scars, Experience, and Advancements. Martyrdom Pills have no effect on a Martyr Penitent model.
- Zealot Strength: Up to 1 Trench Pilgrim or Martyr Penitent can have the **STRONG** Keyword at a cost of +5 . In addition, change the base size of the model to 32mm.

Keywords PILGRIM

0-4 Stigmatic Nuns - Cost: 50

Blessed with stigmata and unshakeable faith, these swordmaster nuns are the vanguard of any assault by the holy armies.

Movement	Ranged	Melee	Armour	Base
8"/Infantry	+1 DICE	+1 DICE	0	25mm

Battlekit A Stigmatic Nun can have Battlekit from the Trench Pilgrims Armoury Tables. The only Ranged Weapons they can have are Automatic Pistols and Pistols, and the only Grenades they can have are Warcrosses. No restrictions apply to any other Types of Battlekit.

Abilities

- Agile: Add +1 DICE to Risky Success Roll when a Stigmatic Nun Climbs, Jumps, or makes a Diving Charge, or takes a Dash ACTION.
- Blessed Stigmata: Each time you remove a BLOOD MARKER from a Stigmatic Nun because of the REGENERATE 1 Keyword, place 1 BLESSING MARKER next to the Stigmatic Nun.

Keywords PILGRIM, REGENERATE 1

MF

Ecclesiastic Prisoners - Cost: 20

Bound in chains, their minds consumed by a desperate resolve, Ecclesiastic Prisoners surge forward, driven by the hope that their sacrificial charge will somehow cleanse their tarnished souls.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-	-1 DICE	0	25mm

Battlekit An Ecclesiastic Prisoner always has an Iron Capirote (▸ see Trench Pilgrim Battlekit). Up to 4 Ecclesiastic Prisoners can have a Martyrdom Device for 35 (▸ see below). They cannot have any other Battlekit.

Abilities

- Awaited: An Ecclesiastic Prisoner that is taken Out of Action when their Martyrdom Device is triggered does not count towards the number of models from the Warband taken Out of Action for Morale Checks.
- Feeble Flailing: An Ecclesiastic Prisoner can make a Melee Attack even though it doesn't have a melee weapon. If it does so, add **-1 DICE** to the Success Roll for the attack.
- Mad Dash: Add **+1 DICE** to the Risky Success Roll for an Ecclesiastic Prisoner that is taking a Dash **ACTION**.

Keywords PILGRIM

Martyrdom Device: An Ecclesiastic Prisoner with a Martyrdom Device can take a Trigger Martyrdom Device **ACTION**. If they do so, the Martyrdom Device detonates and cannot be used again. When Martyrdom Device detonates, make an Injury Roll for all models within 3" of the Ecclesiastic Prisoner (friend or foe, including the Ecclesiastic Prisoner). Make the Injury Roll for the Ecclesiastic Prisoner by rolling 4D6 and adding all 4 dice together, and add **+1 INJURY DICE** to the Injury Rolls for other models that are within 1" of the Ecclesiastic Prisoner. If an Ecclesiastic Prisoner detonates their Martyrdom Device and survives the game, you must either buy them a new Martyrdom Device for 35 ducats, or use them without one.

0-1 Anchorite Shrine - Cost: 140

A colossal suit of machine armour fuelled by diesel and faith, the Anchorite Shrine stands as a grim symbol of humanity's despair. Within its spiked, blood-stained interior, the pilot-monk endures a terrible form of penance, his anguished prayers and chants echoing across the battlefield. This grotesque amalgamation of suffering and devotion instills fear in the heart of the Heretic, as the Anchorite, a malevolent weapon draped in holy iconography and weeping gore, emerges to unleash a symphony of slaughter, where the wretched union of man and machine heralds the demise of all who oppose the Almighty.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-	+2 DICE	-3	60mm

Battlekit An Anchorite Shrine has a Bonebreaker Mace and a Catherine Wheel (▸ see below). These Weapons are built into the Anchorite Shrine and cannot be removed or lost throughout the campaign for any reason. It cannot have any other Battlekit.

Abilities

- Broken on the Wheel: At the start of each game, before deployment, you can say that one Trench Pilgrim or Ecclesiastic Prisoner will be broken on the wheel to show their piety and devotion. The model you choose is permanently removed from your Warband, but in a campaign you can redistribute their Battlekit to other models that would be allowed to have it in the following Quartermaster Step. Injuries that would be inflicted on the Anchorite Shrine are instead inflicted on its unfortunate victim, until the victim finally passes away. This is represented by the following special rules, which apply to the Anchorite Shrine until it suffers an Out of Action result on the Injury Table:
  - It has an Armour Characteristic of 0 and does not have the **NEGATE SHRAPNEL** and **TOUGH** Keywords.
  - It treats Down results as Minor Hit results.
  - The first time the Anchorite Shrine suffers an Out of Action result on the Injury Table, it is treated as a No Effect result. When this happens, any **BLOOD MARKERS** on the Anchorite Shrine are removed, and from then on, these special rules no longer apply to the model, it has an Armour Characteristic of -3, and gains the **NEGATE SHRAPNEL** and **TOUGH** Keywords (the **TOUGH** Keyword will apply the next time the Anchorite Shrine suffers an Out of Action result on the Injury Table).
- Symphony of Slaughter: An Anchorite Shrine is armed with two 1-Handed Melee Weapons (the Catherine Wheel and Bonebreaker Mace). When it makes a Melee Attack, it can either attack once using either its Catherine Wheel or the Bonebreaker Mace, or twice, first with the Catherine Wheel and second with its Bonebreaker Mace (the Off-Hand Weapon modifier applies to the attack made with the Bonebreaker Mace).

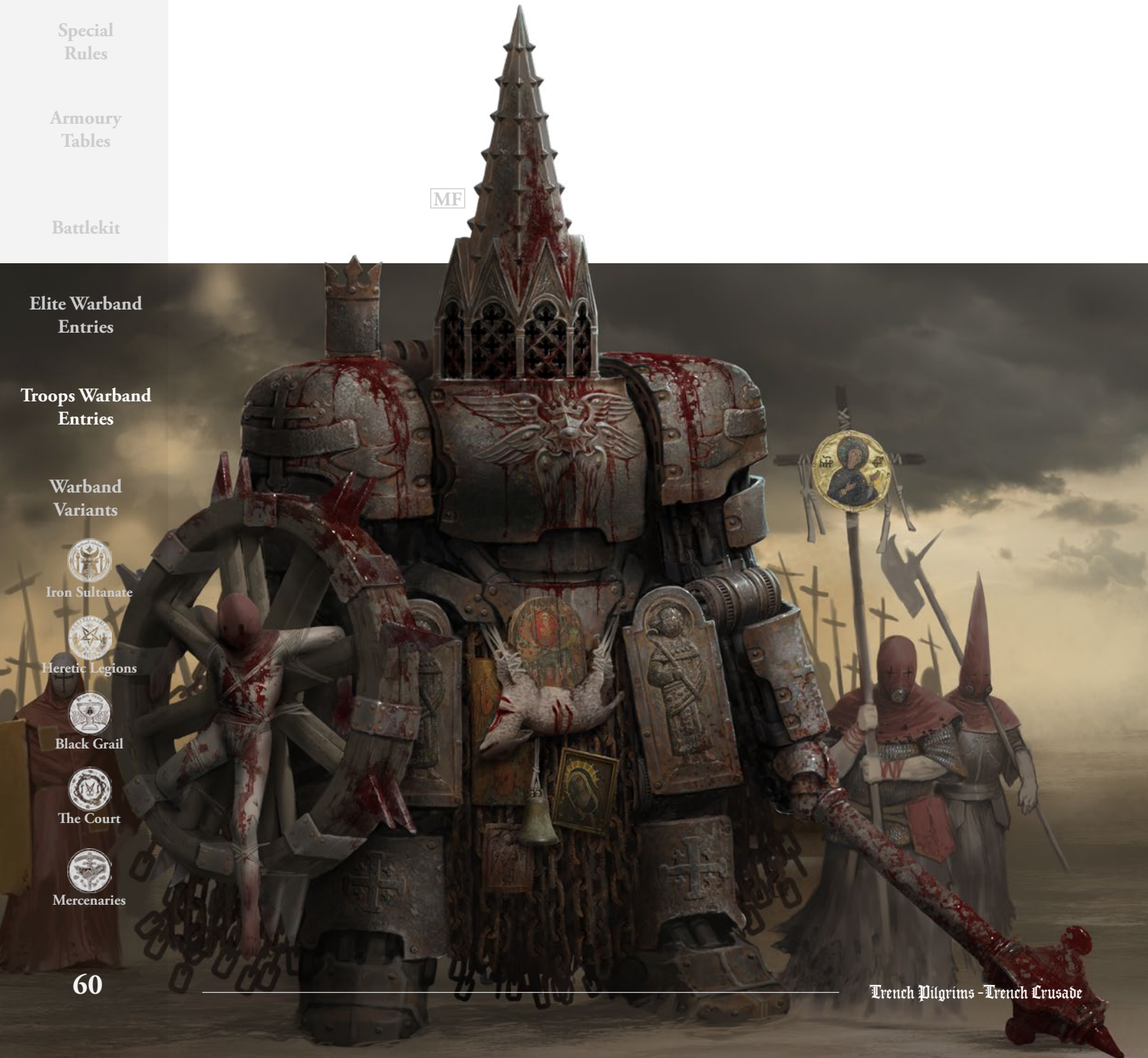
Keywords PILGRIM, FEAR, NEGATE SHRAPNEL, STRONG, TOUGH

Bonebreaker Mace

Type	Range	Keywords
1-Handed	Melee	+1 INJURY DICE, RISKY

Catherine Wheel

Type	Range	Keywords
1-Handed	Melee	+1 DICE, DEADLY, HEAVY, RISKY



Warband Variants

Procession of the Sacred Affliction

Trench Pilgrims of the Procession of the Sacred Affliction are known for their zeal in close-quarter combat, their armour decorated with icons and shields adorned with the depictions of the Saints, which, despite appearances, can withstand machine gun bullets. The millstones they carry upon their backs are used to tie about the necks of sinners before drowning them in the mud and blood of No Man's Land. They spurn the use of the iron capirotes, believing firmly that faith alone is enough to withstand the horrors of Hell.

PROCESSION OF THE SACRED AFFLICTION SPECIAL RULES

The following special rules apply to a Procession of the Sacred Affliction Warband.

- Face thy Fears: Models in a Procession of the Sacred Affliction Warband cannot have Iron Capirotes. Ecclesiastic Prisoners in a Procession of the Sacred Affliction Warband do not have Iron Capirotes, but their cost remains the same.
- Hammer and the Anvil: Anti-Tank Hammers taken for a Procession of the Sacred Affliction Warband do not have the **ELITE** only stipulation.
- Melee-focused: Models in a Procession of the Sacred Affliction Warband cannot have any Machine Guns, and Punt Guns have the Limit: 1 stipulation.
- Punishing Millstones: Add **+1 INJURY DICE** for Melee Attacks made by models from a Procession of the Sacred Affliction if the target is Down. This special rule does not apply to attacks made by Ecclesiastic Prisoners.
- Reliquary Armoury: Holy Icon Shields cost 20 ✪ for a Procession of the Sacred Affliction Warband and do not have the **ELITE** only stipulation.
- Wrath of God: Up to 1 Castigator, or Trench Pilgrim, or Martyr Penitent can have the Wrath of God special rule at a cost of 15 ✪. **BLOOD MARKERS** are never placed next to a model with the Wrath of God special rule, and it has the **NEGATE FEAR** Keyword. It cannot be Broken on the Wheel by an Anchorite Shrine. A model with the Wrath of God special rule cannot have Ranged Weapons or Armour (it can have a Shield). In addition, change the base size of the model to 32mm.
- Zealot Strength: Up to three Trench Pilgrims and/or Martyr-Penitents in a Procession of the Sacred Affliction Warband can have Zealot Strength instead of only one.

PROCESSION OF THE SACRED AFFLICTION ARMOURY & BATTLEKIT

The following Battlekit is only available to a Procession of the Sacred Affliction Warband.

Holy Icon Armour | 30

This suit of armour is made of blessed icons and scripture scrolls written with the blood of saints.

Type	Range	Keywords
Armour	-	-1 INJURY MODIFIER, IMPERVIOUS

War Pilgrimage of Saint Methodius

From the night of fire, when poisoned bullets struck and blood flowed, the monastery of Velehrad in Great Moravia fell, and from its ruins emerged a lone monk of the Orthodox Order of Saint Methodius. The rest of the brotherhood perished during a raid by an elite Death Commando squadron, but the sole survivor carried the saint's books and the flame of Orthodox faith out of the ruins.

After this loss, it was believed that the secrets of Anchorite construction had been lost, and the Church had abandoned them in favour of advances in armour technology elsewhere. This was not the case. The monk, Brother Akakios, still knew the craft. Akakios fled to the Theocratia of Hellas and founded a new monastery on the slopes of holy Mount Athos. Monks from neighbouring monastic communities were drawn to join him, along with many lay members. Eventually, they became the foot soldiers of the well-equipped and disciplined War Pilgrimages of Saint Methodius. Thus, Akakios became the first War Prophet of the Order.

In their fortified monastery, the learned monks hoard knowledge and dare to alter the sacred designs of Saint Methodius. Their Anchorites Shrine are unmatched, equipped with modifications and adjustments which allow them to carry modern long-range weaponry. No other warband has such abundant access to Anchorites, or such a wide variety of sophisticated weaponry and equipment.

Following the ancient Orthodox creed, the pilgrims of Saint Methodius reject many of the teachings and customs of other Pilgrim Processions. They consider the creation of the Communicants a dangerous heresy, and condemn the use of Martyrdom Devices as an affront to God's commandment against suicide. Bitter schisms and arguments with other sects sometimes erupt into violence. The Church itself accuses the Methodians of clinging to the outdated Eastern Orthodox faith.

WAR PILGRIMAGE OF SAINT METHODIUS SPECIAL RULES

The following special rules apply to a War Pilgrimage of Saint Methodius Warband.

- Anchorite Armoury: Anchorite Shrines in a War Pilgrimage of Saint Methodius Warband have a Ranged Characteristic of **+0 DICE** instead of -, and can have Anchorite Ranged Weapons and Anchorite Battlekit from the War Pilgrimage of Saint Methodius Armoury.
- Anchorite Cloister: A War Pilgrimage of Saint Methodius Warband may include up to two Anchorite Shrines.
- Chaste Order: While they revere the holy stigmata of the Nuns of the order, the fathers of the monastery shun the ecstatic revelry of many Trench Pilgrims and insist on modest dress. All Stigmatic Nuns in a War Pilgrimage of Saint Methodius Warband must have Standard Armour, and cannot be used in a battle if they are not wearing Standard Armour. Additionally, the Warband cannot include more than 3 Stigmatic Nuns.

- Communicant Heresy: The Pilgrims of Saint Methodius oppose the creation of Communicants. Ammo Monks, Communicants and Communicant Anti-Tank Hunters cannot be included in a War Pilgrimage of Saint Methodius Warband.
- Followers of Saint Methodius: The Patron of a War Pilgrimage of Saint Methodius Warband is always a Learned Saint.
- Mortal Sin: Ecclesiastic Prisoners in a War Pilgrimage of Saint Methodius Warband cannot have a Martyrdom Device, and models in a War Pilgrimage of Saint Methodius Warband cannot be Broken on the Wheel of an Anchorite Shrine.
- Treasure in Heaven: Trench Pilgrims in a War Pilgrimage of Saint Methodius Warband cannot be resurrected as Martyr Penitents.

WAR PILGRIMAGE OF SAINT METHODIUS ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a War Pilgrimage of Saint Methodius Warband. The Machine Gun and Submachine Gun entries in the War Pilgrimage of Saint Methodius Armoury replace those in the standard Trench Pilgrim Armoury.

Ranged Weapons

Automatic Rifle	Bayonet Lug, Limit: 1	40
Machine Gun	Limit: 2	50
Submachine Gun	Bayonet Lug, Shield Combo, Limit: 1	30

Anchorite Ranged Weapons

When you recruit an Anchorite Shrine, you can replace its Catherine Wheel with one of the following Ranged Weapons. Due to its immense size, all these weapons are counted as being 1-Handed weapons when they are used by an Anchorite Shrine.

Anti-Materiel Rifle	40	Heavy Flamethrower	45
• Autocannon	55	• Punt Gun	10
• Gas Censer	50	• Trench Mortar	40

Anchorite Battlekit

An Anchorite Shrine can have up to 2 of the following pieces of Battlekit. Once equipped, the Battlekit cannot be removed or lost from the Anchorite Shrine for any reason.

• Gas Filters		5	• Piston Legs		10
• Grand Anchorite	Limit: 1	15	• Sacred Geometry	Limit: 1	10
• Hallowed Anchorite	Limit: 1	10	• Wrathful Cherub Face		20
• Holy Diesel Engine		10			

Autocannon | 55

Autocannons are fully automatic guns that fire large-calibre 0.787 shells. Capable of generating extremely rapid firepower, autocannons overheat quickly if used for sustained fire.

Autocannon (Bursts)

Type	Range	Keywords
2-Handed	48”	+1 INJURY DICE, AUTOMATIC 3, HEAVY

Autocannon (Full Auto)

Type	Range	Keywords
2-Handed	48”	+1 INJURY DICE, AUTOMATIC 5, HEAVY, RELOAD, RISKY

- Full Auto: Each time you take a Shoot **ACTION** with an Autocannon, you must choose to either fire it using the Bursts Weapon Profile or the Full Auto Weapons Profile.

Gas Filters | 5

The Anchorite is installed with a holy incense system that cleanses and purifies the air the monk inside the Anchorite breathes.

Type	Range	Keywords
Special	-	NEGATE GAS

Gas Censer | 50

This censer is a lethal chemical weapon and an object of veneration to the Pilgrims.

Type	Range	Keywords
2-Handed	6” (▸ see below)	GAS, IGNORE ARMOUR, RELOAD

- Cloud of Gas: When you take a Shoot **ACTION** with this model, instead of making a Ranged Attack, you can unleash a cloud of gas. If you do so, do not make a Success Roll. Instead, all other models within 6” of the model using the Gas Censer are hit, and an Injury Roll must be made for each one. Note that the attack hits all models, friend or foe, apart from the model making the attack, regardless of Line of Sight.

Grand Anchorite | 15 ⏻ | Limit: 1

Built to an extraordinary size, the Anchorite Shrine is all but impossible to stop or slow down once it starts moving.

Type	Range	Keywords
Special	-	-

- Impossible to Stop: Enemy models are not allowed to make a Melee Attack when a Grand Anchorite Shrine that is within 1" of them retreats. In addition, a Grand Anchorite Shrine can take a Move or Charge **ACTION** if it starts within 1" of any enemy models.

Hallowed Anchorite | 10 ⏻ | Limit: 1

The Anchorite has been anointed with holy chrism, the oil made of pure myrrh, the ash from burnt icons and fifty-six other sacred ingredients.

Type	Range	Keywords
Special	-	-

- Manifold Blessings: A Hallowed Anchorite Shrine can be promoted to **ELITE** status in the Promotions & Experience Step of the Campaign Phase (▸ see Campaign in the Trench Crusade Digital Rulebook).

Holy Diesel Engine | 10 ⏻

The Anchorite is equipped with an advanced diesel engine with an experimental cooling system.

Type	Range	Keywords
Special	-	-

- Advanced Design: When you take a Dash **ACTION** with this Anchorite Shrine, you can choose to add **+2 DICE** to the Risky Success Roll. If you do so, you must place **1 BLOOD MARKER** next to the model.

Piston Legs | 10 ⏻

The feet of the Anchorite Shrine are equipped with special piston engines designed to grind its enemies into a shattered ruin of broken bones and burst flesh.

Type	Range	Keywords
Special	-	-

- Grind to Dust **ACTION**: This Anchorite Shrine can take a Grind to Dust **ACTION**. If it does so, it makes a Melee Attack but must target an enemy model within 1" that is Down and is mounted on a base that is 32mm or smaller. The attack does not use a Melee Weapon.

Sacred Geometry | 10 ✪ | Limit: 1

The monk is well-versed in geometries intended to make the viewer see the world through mathematics, granting a better understanding of the divine.

Type	Range	Keywords
Special	-	-

- Divine Accuracy: Add **+1 DICE** to the Ranged Characteristic of this Anchorite Shrine.

Trench Mortar | 40 ✪

A trench mortar is a smooth-bore, muzzle-loading weapon with high angles of fire. The shell contains both explosives and deadly Greek fire.

Type	Range	Keywords
2-Handed	6"-36"	+1 INJURY DICE, BLAST 3", FIRE, HEAVY, IGNORES COVER, SCATTER

- High Trajectory: When a Trench Mortar is used to make a Ranged Attack, the target model (or target point, if targeting a point on the ground) cannot be within 6" of the attacking model. Note that if the attack Scatters it may end up landing within 6" of the attacking model.

Wrathful Cherub Face | 20 ✪

The Anchorite is decorated with an angelic face that is the very image of the wrath of the Lord. All must cower before the face of the Lord.

Type	Range	Keywords
Special	-	-

- Cower Before The Lord: An enemy model that does not have the **FEAR** keyword and that starts an Activation within 1" of this Anchorite Shrine must take a Retreat **ACTION** as part of the Activation. It cannot take any **ACTIONS** that require a Risky Success Roll while it is within 1" of this Anchorite Shrine.

Starting a Warband

Keywords

New Antioch

Trench Pilgrims

Warband Creation

Special Rules

Armoury Tables

Battlekit

Elite Warband Entries

Troops Warband Entries

Warband Variants

Iron Sultanate

Heretic Legions

Black Grail

The Court

Mercenaries

Cavalcade of the Tenth Plague

This Trench Pilgrim Procession traditionally sacrifices lambs before battle, anointing themselves in its blood to ward off the wrath of God. They draw holy symbols with the blood upon their bodies, clothing and armour, and then march to battle singing hymns, in the certain belief that the blood of the lamb shields them from any harm.

Firm believers in the traditional reading of the holy texts, they reject the new doctrines of the Meta-Christ by the Church. They steal Communicants from other Processions and force them to fight for them in penance for being born from sin.

CAVALCADE OF THE TENTH PLAGUE SPECIAL RULES

The following special rules apply to a Cavalcade of the Tenth Plague Warband.

- Blood of the Lamb: Castigators in a Cavalcade of the Tenth Plague Warband have the **TOUGH** Keyword at no additional cost in ⓿.
- Day of His Wrath: The War Prophet of this Warband replaces their Laying on Hands **ACTION** with the following Day of his Wrath **ACTION**.
  - **Day of His Wrath ACTION**: A Cavalcade of the Tenth Plague War Prophet can take a Day of his Wrath **ACTION**. If they do so, take a Risky Success Roll for the model. If the roll is a Failure the War Prophet's Activation ends immediately. If the roll is a Success, make an Injury Roll with the **IGNORE ARMOUR** Keyword for 1 enemy model within 3" of the War Prophet. If the roll is a Critical Success, make an Injury Roll with **+1 INJURY DICE** and the **IGNORE ARMOUR** Keyword for 1 enemy model within 3" of the War Prophet.
- Favour of the Lord: At the start of each Turn, you can place **1 BLESSING MARKER** next to a model from this Warband.
- Heaven Awaits: The Cavalcade rejects the doctrine of the Meta-Christ. Trench Pilgrims in a Cavalcade of the Tenth Plague Warband cannot be resurrected as Martyr-Penitents.
- Only the Righteous: Any model with the **PILGRIM** Keyword in a Cavalcade of the Tenth Plague Warband (including an Anchorite Shrine) can have a Sacrifical Lamb at a cost of 5 ⓿ each, except for Ecclesiastic Prisoners.
- Stolen Communicants: Communicants cost 3 ✳ to recruit for a Cavalcade of the Tenth Plague Warband (they do not cost any ⓿).
- The Unclean: The Cavalcade detests using the unclean Ecclesiastic Prisoners. A Cavalcade of the Tenth Plague Warband can only have 0-2 Ecclesiastic Prisoners.

CAVALCADE OF THE TENTH PLAGUE ARMOURY & BATTLEKIT

The following piece of Battlekit is available to a Cavalcade of the Tenth Plague Warband.

Sacrificial Lamb | 5 ⓿ | Consumable

Before the battle, this lamb is sacrificed to God's glory, and the Pilgrim then anoints themselves with its blood, averting the wrath of Yahweh while fighting for His cause.

Type	Range	Keywords
Equipment	-	CONSUMABLE

⌖ Warded by Blood: When you deploy a model that has a Sacrificial Lamb, you can say that they will sacrifice it and anoint themselves with its blood. If you do so, the first **BLOOD MARKER** placed on the model is ignored.

THE SULTANATE OF THE IRON WALL

When the Infidels opened the thrice-cursed Gate to Jahannam, unleashing Gog and Magog upon Those Who Believe, it seemed that all was lost and Shaytān would emerge victorious over Dunya. But the Creator of the Universe came to the aid of the Believers, and as had been written, the great Iron Wall of Dhu al-Qarnayn manifested itself in the lands ruled by the Sultan of Rûm.

A call was sent to Those Who Believe righteously, and over the coming decades, the migration of all Believers, second in importance only to the Hijrah of the Prophet himself, took place across Europa, Asia, and Africa. Millions perished on the road and at sea, for the Heretics and their Shaytān lords swarmed them as locusts swarm fields of ripe sesame, devouring them and raising vile monuments and statues from their limbs and heads, so they could not be buried as is decreed in the Holy texts. Yet once all those who survived the journey had come, the mighty Gates of al-Qarnayn were closed, and the Great Sultanate of the Invincible Iron Wall of the Two Horns that Pierce the Sky was formed.

The assaults of the slaves of Jahannam against the Sultanate have never ceased since. Each day, new martyrs are mourned as they defend the Wall and confront the Heretics who have overcome its defences. Within the walls, lost knowledge flourishes, and from mosques of white marble and gold, the muezzin call, summoning the Believers to pray for the Sultan's army as it struggles to protect the lands within the wall and defend the caravan trails that provide the Sultanate with vital trade goods.

The Iron Wall is the greatest defensive work in the world, a mighty bulwark festooned with the famed artillery of the Sultan. Azeb sharpshooters stand at the ready, ever watchful for surprise attacks. The elite Janissary regiments have barracks at set intervals near the wall so they can react swiftly to any attack. During a more serious incursion, a full muster of Azebs is called, the House of Wisdom unleashes its terrifying Takwin creations upon the foe, and if the need is desperate, the Sultan himself comes forth. His Janissaries march with him to do battle, carrying the Green Flag of the Prophet before them.

Starting a Warband

Keywords

New Antioch

Trench Pilgrims

Iron Sultanate

Warband Creation

Special Rules

Armoury Tables

Battlekit

Elite Warband Entries

Troops Warband Entries

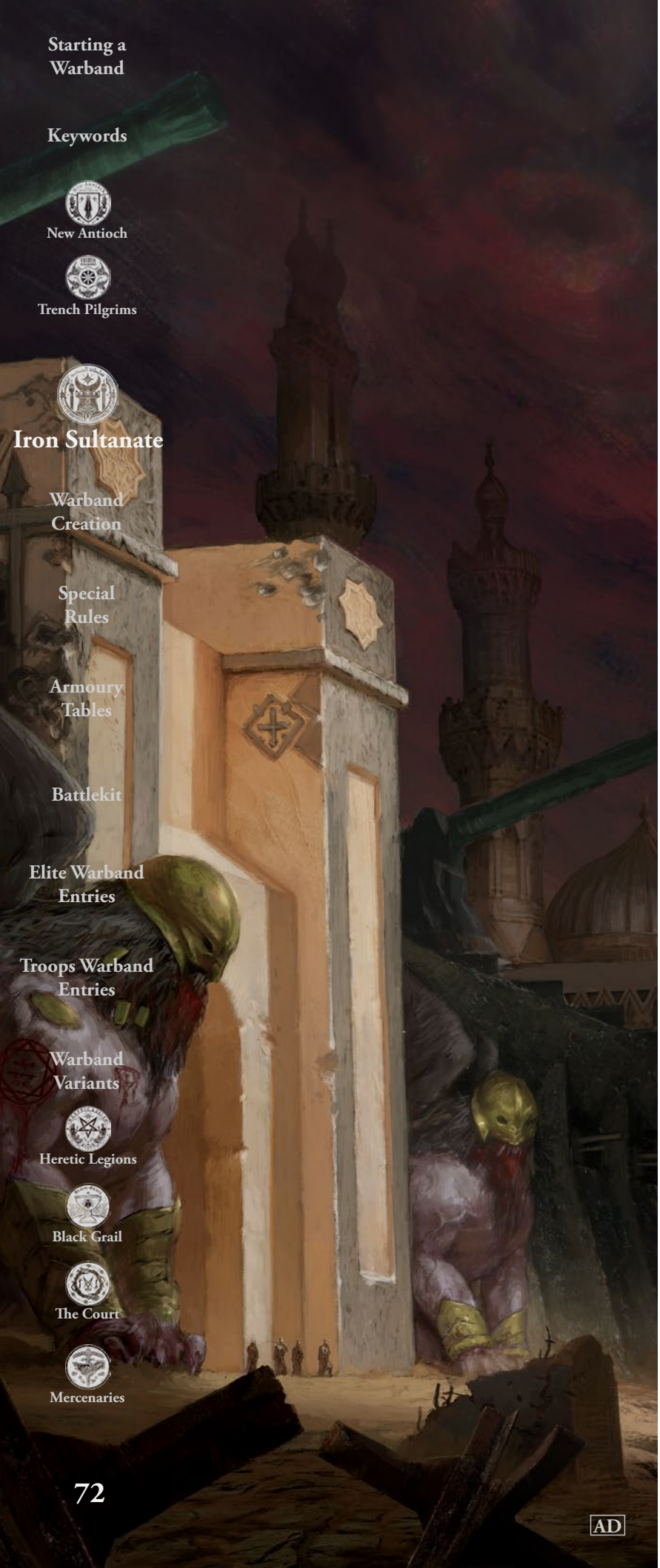
Warband Variants

Heretic Legions

Black Grail

The Court

Mercenaries



The protection of the Iron Wall has had an extensive influence on the Sultanate's way of war. The conscripted Azebs are experts at feigned flight and skirmish, while the loping Lions of Jabir harass the enemy flanks. All the while, the superb artillery of the Sultan bombards the enemy as they make their tortuous journey across a battlefield littered with traps set by the skilled Sappers. When they reach the ranks of the righteous, the Janissaries, the Sultan's elite household troops, close in and finish the enemy with a devastating counter-charge led by their iron-willed officers. Dreaded Assassins from Alamut prowl in the winds of time, striking at enemy elites and leaders, while the Alchemists of the House of Wisdom unleash devastating weapons made deadly by their elemental mastery, capable of overcoming the defences of virtually any foe.

Beyond the Iron Wall, forces of the Sultan operate in small, mobile companies, each with a particular mission to accomplish. They hunt down apostates that have gone to serve Shaytān, look for relics from the time of the prophets, and seek to recover lost treasures and books of knowledge from the ruins of fallen Caliphates. Though an understanding between the Church and the Sultanate exists, the commanders of these expeditions will tolerate no interference and do not hesitate to crush those who would hinder their mission. Resentment against the Infidels who released Gog and Magog runs deep in the Sultanate, and matters of honour are swiftly resolved with duels to the death. Woe to those who dare to hinder the mission of Those Who Believe.

THE SULTANATE OF THE IRON WALL

Beyond the Invincible Iron Wall of Al-Quraysh lies the last and the greatest Sultanate of Those Who Believe that the world has ever seen. Here the lost knowledge flourishes and, from mosques of white marble and gold, the muezzin call the Believers to pray for the success of the Sultan's army as it struggles to defend the lands protected by the Wall, and to safeguard the caravan trails that provide the Sultanate with vital supplies.

Warband Creation

You have 700 ⓿ to recruit an Iron Sultanate Warband for a campaign (▸ see Starting a Warband). The Sultanate of the Iron Wall are Faithful.

Special Rules

No special rules apply to a standard Iron Sultanate Warband.

Armoury Tables

Iron Sultanate Warbands can have the following Battlekit. Battlekit with a bullet point [•] is unique to Iron Sultanate Warbands and its rules can be found in the Iron Sultanate Battlekit section after the Armoury. (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Ranged Weapons

• Alaybozan	Sultanate Sappers only, Shield Combo	9
• Flame Cannon	Brazen Bull only, Limit: 1	60
Flamethrower	Limit: 3	30
• Jezzail		7
Machine Gun	Limit: 1	50
• M.U.R.A.D. Bombard	Brazen Bull only, Limit: 1	50
Musket	Bayonet Lug	5
Pistol		6
Shotgun	Bayonet Lug, Shield Combo	10
• Siege Jezzail		30
Sniper Rifle	**ELITE** & Janissaries only, Limit: 2	35

Melee Weapons

• Assassin's Dagger	Sultanate Assassins only	15
Bayonet	Shield Combo	2
Great Hammer/Maul		10
Great Sword/Axe		12
• Halberd-Gun	**ELITE** only	20
Polearm	Shield Combo	7
Sword/Axe		4
• Titan Zulfiqar	Brazen Bull only	30
Trench Club		3
Trench Knife		1

Grenades

Frag Grenades		7
Incendiary Grenades	Jabirean Alchemist Only	15

Shields

Trench Shield	Shield Combo	10

Armour

• Alchemist Armour	**ELITE** only, Limit: 1	50
Reinforced Armour	**ELITE** & Janissaries only	40
Standard Armour		15

Equipment

• Alchemical Ammunition		3
Binoculars	**ELITE** only	10
• Cloak of Alamut	**ELITE** only, Limit: 1	25
Combat Helmet	Headgear	5
Gas Mask		5
Holy Relic	**ELITE** only	2
• Marid Shovel	Brazen Bull only	15
Medi-kit		5
Mountaineer Kit	Limit: 2	3
Musical Instrument	Limit: 1	15
Shovel		5
• Takwin Anqā Bird	**ELITE** only, Limit: 1	2
Troop Flag	Limit: 1	1
• Wind Amulet	Limit: 2	10

Iron Sultanate Battlekit

The following Battlekit items are unique to the Iron Sultanate Warband. Rules for all other items are in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Alaybozan | 9 | Sultanate Sappers only, Shield Combo

This blunderbuss is based on the traditional design of tribal warriors and modernised by the foundries of the Sultanate. It has proven its worth as the preferred weapon of the Sapper Corps, who often fight in close quarters. It shoots a hail of lead bullets and iron shrapnel.

Type	Range	Keywords
2-Handed	12”	SHRAPNEL

Alchemical Ammunition | 3

Jabirean Alchemists craft these jezzail bullets from the slivers of the Iron Wall. Each such shot is carved with the Seal of Solomon, guiding it with divine aim to its target.

Type	Range	Keywords
Equipment	-	AMMUNITION (+1 DICE)

- Guiding Path: Alchemical Ammunition can only be used with an Alaybozan, Halberd-Gun, Jezzail or Siege Jezzail (even though the Alaybozan has the **SHRAPNEL** Keyword). In a campaign, you cannot reallocate Alchemical Ammunition to another model.

Alchemist Armour | 50 | ELITE only, Limit: 1

A suit of armour that protects against almost all harm. An essential tool of the Alchemists' craft, festooned with the Seals of Solomon, it grants mastery over the elements of Creation and shields the wearer from the devices of Hell.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, NEGATE FIRE, NEGATE GAS

- Protection From Harm: Add **-1 INJURY DICE** to Injury Rolls for attacks made by Weapons with the **FIRE** or **GAS** Keywords that target a model that has Alchemist Armour, even if the attacking weapon has the **IGNORE ARMOUR** Keyword.

Assassin's Dagger | 15 | Sultanate Assassins only

The blades of the Assassins are imbued with deadly venom. In chambers deep below the surface, generations of young assassins are raised in the dark, fed a diet of scorpions, frogs, deadly mushrooms and even stranger, more noxious things. Generation by generation their tolerance grows. The corrupted blood of these willing vessels is drawn and smelted into toxic iron. The iron is forged into blades, with deadly spells of slaying layered into each fold of the envenomed metal. Thus the blood of the first generation of Assassins lives on, growing more potent with each generation.

Type	Range	Keywords
1-Handed	Melee	+1 INJURY MODIFIER, CRITICAL

- Slashing Attack: If an Assassin's Dagger causes at least one **BLOOD MARKER** to be placed next to the target model, the Assassin can use a Dash **ACTION** to Retreat in the same Activation. In addition, if the Assassin Retreats (by Dashing or using the normal Retreat **ACTION**) during the same Activation, enemy models within 1" cannot make a Melee Attack against it before it is moved as they would normally be able to do.

Cloak of Alamut | 25 ⓿ | ELITE only, Limit: 1

Created by the secret arts of the Assassin sect aeons ago, this cloak bends the light so that its wearer looks almost indistinguishable against any surface when they are still. It is this masterwork of Alamut that has led to tales of a fabled Cloak of Invisibility in the legends of the Sultanate.

Type	Range	Keywords
Equipment	-	-

- Blend In: The Ranged Attack Modifier for a target being in Cover is **-2 DICE** instead of **-1 DICE** if the target has a Cloak of Alamut.

Flame Cannon | 60 ⓿ | Brazen Bull only, Limit: 1

A great cannon that shoots a stream of alchemical fire with tremendous force. It has a tendency to overheat and ignite the skin of its artillery crew, but the mighty Brazen Bulls use them as mere handguns. The secret formula used for the fuel of the flame cannons was gleaned from the ruins of lost Constantinople, and is commonly known as Greek fire.

Type	Range	Keywords
1-Handed	12”	FIRE, HEAVY, IGNORE ARMOUR

- Greek Fire: When a Flame Cannon is used to make a Ranged Attack, do not make a Success Roll for the attack. Instead, measure a straight line 1mm wide and up to 12” long from the attacking model to a point on the ground or a model’s base. The line stops if it reaches a terrain piece that is taller than the model making the Attack. Make an Injury Roll for every model (friend or foe) that is touched by the line, apart from the attacking model itself.

Halberd-Gun | 20 ⓿ | ELITE only

An invention of the House of Wisdom, this weapon acts both as a symbol of high rank and an excellent weapon in combat.

Type	Range	Keywords
2-Handed	Melee/24”	ASSAULT, BLOCK, CUMBERSOME

Jezzail | 7

These long arms are by far the most common weapons carried by the soldiers of the Sultanate of the Great Iron Wall. Their barrels are smoothbore, which limits their accurate range, but this is more than made up for by the fact that this allows them to be loaded with different types of alchemical ammunition made by the Jabirean Alchemists.

Type	Range	Keywords
2-Handed	18”	-

Marid Shovel | 15 | Brazen Bull only

This enormous shovel is made from alchemical bronze which makes it almost indestructible. Brazen Bulls use it for public works (such as digging canals, foundations of buildings and mining) during peacetime, while at war it is used for digging trenches, ditches and bunkers.

Type	Range	Keywords
Equipment	-	HEAVY

- Industrial Tool: A Brazen Bull equipped with a Marid Shovel that starts the game on Open terrain has the **COVER** Keyword until it moves away from its starting position. In addition, a Brazen Bull equipped with a Marid Shovel can use it as if it were a Trench Club (▸ see Battlekit in the Trench Crusade Digital Rulebook).

M.U.R.A.D. Bombard | 50 | Brazen Bull only, Limit: 1

Named after the great Sultan who commissioned the first of these weapons to defend the Iron Wall, this mighty bombard is used to disrupt advancing enemy formations. The echo of its blast recites the 99 names of Allah, throwing even the greatest of warriors to ground like chaff.

Type	Range	Keywords
1-Handed	36”	BLAST 3”, HEAVY, SCATTER

- Echoing Blast: If the Success Roll for a Ranged Attack with an M.U.R.A.D Bombard that targets an enemy model is a Success or a Critical Success, or if the attack is a Failure and the target point scatters onto a model's base, apply the effect of the **DEADLY** Keyword to the Injury Roll for that model. All other models caught in the M.U.R.A.D. Bombard’s blast radius, or that are in the M.U.R.A.D. Bombard's blast radius if it did not hit the target model or scatter onto a model's base, are taken Down (do not make an Injury Roll for them).

Siege Jezzail | 30

Heavier version of the standard jezzail. It is a large weapon with a shot of lead or iron weighing as much as four pounds, designed to take out even the most powerful enemies with a single shot. Azebs armed with these weapons use tripod stakes when firing them, but the mighty Janissaries often use them as their standard service gun.

Type	Range	Keywords
2-Handed	30”	+1 INJURY DICE, HEAVY

Takwin Anqā Bird | 2 | ELITE only, Limit: 1

This Takwin creation is popular with the Sultanate’s nobility. It is used for hunting, and also valued for its ability to recite the Surah with a resonating sound that is painful to hear for the enemies of Allah, and for its hypnotic eyes that confuse and disorient foes.

Type	Range	Keywords
Equipment	-	-

Cause Confusion: Success Rolls taken for Melee Attacks that target a model with a Takwin Anqā Bird become Risky Success Rolls (there is no additional effect if they are Risky Success Rolls already). In addition, before an enemy model within 1” of a model with Takwin Anqā Bird makes a retreat, the opposing player must take a Risky Success Roll for the model. If the Roll is a Failure the enemy model cannot retreat and its Activation ends. If the Roll is a Success or a Critical Success, the enemy model can retreat normally.

Titan Zulfiqar | 30 | Brazen Bull only

This twin-tongued great sword can weigh up to 300 pounds, only the mighty Brazen Bulls can even lift this monstrous blade, let alone wield it in combat. Its sheer weight and mono-molecule sharpness cuts through even the thickest armour when swung by the superhuman strength of the Takwin monstrosities.

Type	Range	Keywords
1-Handed	Melee	+2 INJURY MODIFIER, CRITICAL, HEAVY

Wind Amulet | 10 ⓜ | Limit: 2

An amulet created by the Jabirean Alchemists, capturing the essence of the Element of Wind within it.

Type	Range	Keywords
Equipment	-	-

⌖ Gusts of Wind: Once per game, when you Activate a model that has a Wind Amulet you may declare that it will use the amulet before it takes any **ACTIONS**. Using the Wind Amulet adds 3" to the model's Movement Characteristic for the rest of the Activation.

Elite Warband Entries:
Sultan's Elite

1 Yüzbaşı - Cost: 70

An Iron Sultanate Warband must include 1 Yüzbaşı.

Military expeditions over the Great Iron Wall into No Man's Land carry many risks, and their commanders are field officers known as Yüzbaşı. They are expected to lead from the front and their selection is solely on merit, with no consideration given to family pedigree or wealth. Yüzbaşı are selected from amongst the very best soldiers of the Sultanate, and their bodies are hardened against injury by the Jabirean arts.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+2 DICE	0	32mm

Battlekit A Yüzbaşı can have any Battlekit from the Iron Sultanate Armoury Tables.

Abilities

- Janissary Veteran: You can make the Yüzbaşı a Janissary Veteran with the **STRONG** Keyword and the Janissary Counter-Charge ability at a cost of +10 .
- Counter-Charge (Janissary Veterans only): If the first **ACTION** a Yüzbaşı makes during their Activation is a Charge, add **+1 DICE** to Melee Attacks made by the Yüzbaşı for the rest of the Activation.
- Mubarizun: A Yüzbaşı is expected to face the mightiest of their enemies in personal combat, inspiring the troops to victory with their personal prowess. Add **+1 INJURY DICE** for attacks made by a Yüzbaşı if the target model has the **TOUGH** Keyword.

Keywords SULTANATE, ELITE, LEADER, NEGATE FEAR, TOUGH

0-1 Jabirean Alchemist - Cost: 55

The Jabirean Alchemist is a master of esoteric powers, able to control fire, ice, metal and liquid, capable of creating intricate mechanical devices and artificial life as well as weapons of calamitous potency. In exchange for the freedom to practise their arts, the Alchemists supply the Sultanate with the peerless Jabirean Battle Lions, and serve on the front lines, where their devastating alchemical compounds melt the flesh from the bones of the Unbelievers, or dissolve through even the toughest enemy armour.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+1 DICE	0	32mm

Battlekit A Jabirean Alchemist can have any Battlekit from the Iron Sultanate Armoury Tables

Abilities

- Mastery of the Elements: When this model is deployed for the first time in a game, you can give one of the following Keywords to all of the Jabirean Alchemist's Ranged Weapons and Melee Weapons: **FIRE** or **GAS** or **SHRAPNEL**. All of the Weapons have the same Keyword. If the Weapon already has the Keyword, it does not receive it a second time.
- Elemental Change **ACTION**: A Jabirean Alchemist can take an Elemental Change **ACTION**. If they do so, take a Risky Success Roll for the model. If the roll is a Failure, nothing happens and the Jabirean Alchemist's Activation ends. If the roll is a Success or a Critical Success, you can change the Master of the Elements Keyword on all of the Jabirean Alchemist's Weapons to one of the other two choices.

Keywords SULTANATE, ELITE

0-1 Sultanate Assassin - Cost: 85

Assassins are a legendary order of mystic warriors, whispered about the world over for their secrecy and ruthlessness. Assassins are able to bend space and time using the sacred rituals and powerful hallucinogens discovered by magi of the order. With this esoteric power they prowl behind enemy lines, hunting their targets with merciless efficiency. They can seemingly appear in two places simultaneously, strike a foe with startling speed and then travel back into time to a moment a few heartbeats before, safe from any retaliation.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+2 DICE	0	32mm

Battlekit A Sultanate Assassin can have any Battlekit from the Iron Sultanate Armoury

Abilities

- Temporal Assassin: After determining the Charge Bonus for a Sultanate Assassin that has not already carried out a Fight **ACTION** in its Activation, you can say that the Sultanate Assassin will split itself through time. If you do so, choose an additional enemy model as the target of the Charge (the normal rules for picking a target apply, but do not count enemy models picked as targets for the Charge as interposing enemy models). Then make a charge move with the Sultanate Assassin which finishes within 1" of the first enemy model you picked as a target, and then take a Fight **ACTION** with the enemy model as the target. After resolving the Fight **ACTION**, you must immediately remove the Sultanate Assassin from the battlefield and redeploy it to within 1" of the other model that you picked. Then take a second Fight **ACTION** with the other enemy model as the target. The Sultanate Assassin must use the same Melee Weapon for both attacks, and cannot take a Fight **ACTION** later in the same Activation.
- Time Slip: If your opponent fails their Success Roll for an attack targeting a Sultanate Assassin, you can say the Sultanate Assassin will slip into a moment in the future. If you do so, you can redeploy it anywhere within 6" of its original location (measured from the centre of its base to the centre of its base), and more than 1" away from any enemy models. If the failed attack took place because the Sultanate Assassin is retreating, the retreat move ends after you redeploy the model.

Keywords SULTANATE, ELITE, INFILTRATOR

Troops Warband Entries: Those Who Believe

Azebs - Cost: 25

Azebs are soldiers recruited from the multitude of provinces of the sultanate, where one house in every twenty is required to equip and provide a warrior to serve the prince of Those Who Believe. They are often used by their superiors as light skirmishers to harass and tie down the enemy while heavier troops close in for the kill.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	-1 DICE	0	25mm

Battlekit An Azeb can have any Battlekit from the Iron Sultanate Armoury Tables.

Abilities
- Light Skirmishers: Any number of Azebs can have the SKIRMISHER Keyword at a cost of +5 each.

Keywords SULTANATE

MF

0-2 Sultanate Sappers - Lost: 50

The Sultan's Sappers are valued specialists, holding the great cannons of the Iron Wall no matter what their enemies throw at them. They are easily identified by the terrible burns all over their bodies as their mighty artillery is prone to overheating.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+0 DICE	0	25mm

Battlekit A Sultanate Sapper always has a Shovel (▸ see Battlekit in the Trench Crusade Digital Rulebook.) which cannot be removed or lost over the course of the campaign. They can also have any Battlekit from the Iron Sultanate Armoury Tables.

Abilities

- Set Mine **ACTION**: A Sultanate Sapper can take a Set Mine **ACTION** if they are in contact with a terrain piece that measures up to 8" by 8" that doesn't have the **MINED** Keyword. If they do so, take a Success Roll for the model and add **+2 DICE** to the roll. If the roll is a Failure, nothing happens. If the roll is a Success or a Critical Success, the terrain piece gains the **MINED** Keyword.
- Defuse Mine: When you move a Sultanate Sapper into contact with a Marker or terrain piece with the **MINED** Keyword, you can say the Sultanate Sapper will try to defuse the mine before it detonates (▸ see **MINED**). If you do so, take a Risky Success Roll for the model. If the roll is a Failure the mine detonates and the Sultanate Sapper's Activation ends. If the roll is a Success or a Critical Success, the mine does not detonate, and the Marker orterrain piece loses the **MINED** Keyword. A model that sets a mine on a terrain piece can defuse the mine automatically if it moves into contact with the terrain piece (do not take a Risky Success Roll.
- Fortify **ACTION**: A Sultanate Sapper can take a Fortify **ACTION**. If they do so, take a Risky Success Roll for the Sultanate Sapper. If the roll is a Failure, the Sultanate Sappers Activation ends. If the roll is a Success or a Critical Success, the Sultanate Sapper has the **COVER** Keyword until they move away from their current position.
- Forward Positions: When you deploy a Sultanate Sapper for the first time in a game, you can deploy them up to 6" away from your deployment zone and in contact with a terrain piece that is at least ½" high.

Keywords SULTANATE, NEGATE MINED

0-2 Lions of Jabir - Cost: 60

Named after the deadly hunters of the plains, the Lions of Jabir can take many forms, not all of them leonine. Each one is a unique masterwork, and they are grown according to the skills and artistry of the Jabirean scientist that created them. The speed and ferocity of the Lions is nearly unmatched, and some even have strange powers granted by their alchemical birth.

Movement	Ranged	Melee	Armour	Base
8"/Infantry	-	+1 DICE	0	50mm

Battlekit A Lion of Jabir can have Armour and/or a Wind Amulet from the Iron Sultanate Armoury Tables. They cannot have Shields or any other Battlekit. Any number of Lions of Jabir can have the **FEAR** Keyword at a cost of +5 each.

Abilities

- Agile: Add **+1 DICE** to Risky Success Roll when a Lion of Jabir Climbs, Jumps, or makes a Diving Charge, or takes a Dash **ACTION**.
- Artificial Life: Add **-1 INJURY DICE** to Injury Rolls for a Lion of Jabir.
- Teeth and Claws: A Lion of Jabir can make a Melee Attack even though it does not have any Melee Weapons.
- Pin: Enemy models that are Down and that are mounted on a base of 40mm or less are not allowed to stand up if a Lion of Jabir is within 1" of them (even if the Lion of Jabir is also Down).

Keywords SULTANATE, ARTIFICIAL

0-6 Janissaries - Cost: 55

The Janissaries are the Sultanate's elite warriors, raised from childhood in the arts of war. Captured during raids upon the desolate northern and eastern marches beyond the Iron Wall, they are subjected to rigorous martial training and indoctrination from an early age. On the battlefield, Janissaries excel at devastating counter-charges, crushing the enemy's elite formations and acting as the bodyguard for high-ranking individuals.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	0	32mm

Battlekit A Janissary can have any Battlekit from the Iron Sultanate Armoury Tables.

Abilities

- Counter-Charge: If the first **ACTION** a Janissary makes during their Activation is a Charge, add **+1 DICE** to Melee Attacks made by the Janissary for the rest of the Activation.

Keywords SULTANATE, STRONG

MF

0-1 Brazen Bull - Cost: 100

A Brazen Bull is a monstrous being of immense power and vitality, capable of tearing even the bastard child of a demon clean in half. The Sultan's armourers equip the Bulls with heavy artillery that even the superhuman Janissaries cannot lift, let alone use in battle: flame cannons, volley guns and holy blades blessed by the Word of the Great Protector.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+2 DICE	0	60mm

Battlekit A Brazen Bull can have Battlekit from the Iron Sultanate Armoury Tables. It may only have Weapons that have the **HEAVY** Keyword, and may not have a Shovel unless it is a Marid Shovel. No restrictions apply to any other Types of Battlekit.

Abilities
- Artificial Life: Add -1 **INJURY DICE** to Injury Rolls for a Brazen Bull.
- Trample **ACTION**: A Brazen Bull can take a Trample **ACTION**. If it does so, it can make a Melee Attack that must target an enemy model that is Down. A Trample Melee Attack does not use a Melee Weapon and has the **IGNORE ARMOUR** Keyword.

Keywords SULTANATE, ARTIFICIAL, FEAR, STRONG, TOUGH

Warband Variants

Fida'i of Alamut – The Cabal of Assassins

The pact between the Iron Sultanate and the Assassin fortress of Alamut ensures that the Sultan is served by the exquisitely skilled killers of the Old Man of the Mountain in exchange for the independence of the Assassins' domain.

But though most outsiders know the Assassins through their service to the forces of the Iron Wall, sometimes during the dark of night small, deadly bands move silently into the hellscape of No Man's Land. In deepest secrecy Rashid al-Din Sinan, the undisputed ruler of Alamut, dispatches his hand-picked disciples on missions of his own, communicating their orders with no spoken words, signs nor written messages, but talking directly to them in their dreams.

These warbands are known as Fida'i (which means "Sacrifice"), dedicated to completing their mission and returning to Alamut to receive rewards said to match those of Paradise itself. They are led by a Master Assassin, accompanied by two fully-trained members of the Order. A number of trainee acolytes will serve them during the mission, eager to prove their mettle and be initiated into the Order of Assassins.

Alamut is also a home to a renegade sect of Isma'ili Dervishes, warrior monks sworn to poverty and a lethal way of fighting. They accompany the Assassins on their secret missions as an act of piety and payment for their shelter, and their whirling dance of death has been the end of many a disbeliever.

FIDA'I OF ALAMUT SPECIAL RULES

The following special rules apply to a Fida'i of Alamut Warband.

- Alamut Alone: A Fida'i of Alamut Warband cannot include a Yüzbaşı, a Jabirean Alchemist, any Janissaries, Lions of Jabir or Brazen Bulls.
- Art of Assassination: Each Sultanate Assassin and Master Assassin in a Fida'i of Alamut Warband can have one of the following abilities at the additional cost in ⓜ indicated below. You cannot give the same ability to more than one model (i.e. every Assassin that has an ability must have a different one).
  - **Hallucinogen Disguise** (20 ⓜ): If this Assassin is deployed using the **INFILTRATOR** Keyword, it must be deployed at least 8" away from any enemy models but you may ignore any and all other restrictions that apply to deploying an **INFILTRATOR**. For example, the model can be deployed in the Line of Sight of an enemy model, enemy Guard Dogs do not affect how it is deployed, and so on.
  - **Mirage of Time** (15 ⓜ): Add **-1 DICE** to the Success Roll for attacks that target this Assassin.

- **Secret Paths** (10 ⓜ): At the start of the game, before deployment, you can say that this Assassin is using Secret Paths. If you do so, the Assassin is not deployed at the start of the game, and cannot be Activated in the first Turn of the game. Starting from the second Turn, you can Activate the Assassin using the Secret Paths. To do so, deploy the Assassin in contact with any edge of the battlefield and more than 8" away from all enemy models. You can then carry on with the rest of its Activation normally.
- **Thunderbolt of Alamut** (20 ⓜ): Add 2" to this Assassin's Movement Characteristic, and add **+1 DICE** to the Risky Success Roll when this Assassin takes a Dash **ACTION**.

- Assassin Acolytes: Up to three Azeb models in a Fida'i of Alamut Warband can be given the **INFILTRATOR** Keyword at a cost of +10 ⓜ each.
- Dervishes: A Fida'i of Alamut Warband can include 0-4 Dervishes. The Dervishes use the Janissaries Warband Entry, but cannot wear Reinforced Armour and replace the **STRONG** Keyword with the **IGNORE OFF-HAND WEAPON** Keyword and the Whirling Dervish ability:
  - **Whirling Dervish:** The ritual dance of these Dervishes is hypnotic to witness, and it is as graceful as it is deadly. Add **-1 DICE** to the Success Rolls for Ranged Attacks that target a Dervish.
- Flock of Assassins: A Fida'i of Alamut Warband can include 0-2 Sultanate Assassins and 1 Master Assassin (▸ see below).
- Killing Squad: A Fida'i of Alamut Warband can include 1 Fireteam, consisting of any 2 models from the Warband. Both of the models in the Fireteam are given the **FIRETEAM** Keyword at no additional cost in ⓜ.
- Master Assassin: A Fida'i of Alamut Warband must include 1 Master Assassin. The Master Assassin uses the Sultanate Assassin Warband Entry, except that it has the **LEADER** and **TOUGH** Keywords and has a cost of 95 ⓜ.

FIDA'I OF ALAMUT ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Fida'i of Alamut Warband.

Bow of Alamut | 50 ⓞ | Master Assassin & Sultanate Assassins only, Limit: 1

This terrifying double-stringed bow looses its deadly barbs through both time and space. Its arrows can reach impossible distances and pass through armour by flickering through time, leaving behind a temporal slipstream that the Assassin can travel through in an eyeblink.

These bows are some of the greatest treasures of Alamut, and only six are said to exist in the secret armoury of the Old Man of the Mountain. The trees producing the wood for these bows are planted into the skulls of ancient Assassins in the Garden of Alamut, passing their mystic powers on to the wood.

Type	Range	Keywords
2-Handed	40"	ASSAULT, CRITICAL, IGNORE ARMOUR

⌖ Temporal Slipstream: If a Ranged Attack made with this Weapon causes any **BLOOD MARKERS** to be placed on the target model, you can immediately redeploy the attacking model within 1" of the target model, regardless of the distance or any intervening obstacles. Note that if the attack takes the target Out of Action, no **BLOOD MARKERS** are placed and this ability cannot be used.

VP

Golden Khanjar | 20 | Master Assassin & Sultanate Assassins only, Limit: 2

Placed in the hand of an especially favoured killer by the Old Man of the Mountain himself, these wickedly curved daggers gleam as if they were made of gold, but instead they are crystallised poison, and allow their wielder to attack twice in the same instance of time. Only the Master of Alamut himself knows the secret of making these blades.

Type	Range	Keywords
1-Handed	Melee	+1 INJURY MODIFIER, CLEAVE 2

Hashashin Leaf | 5 | Consumable, Limit: 4

These leaves from the secret Garden of Alamut enhance the strength of anyone who eats them threefold. Once the effect wears off the subject will suffer from agonising muscle tears and torn ligaments, but many of the Order of Assassins feel that this is a small price to pay for being able to use deadlier weapons.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Enhanced Strength: When you deploy a model with a Hashashin Leaf for the first time in a game, you can say that the model will consume the Hashashin Leaf. If you do so, the model has the **STRONG** Keyword for the rest of the game.

The House of Wisdom

The House of Wisdom is the pre-eminent centre of learning within the Iron Sultanate. Its libraries, workshops, forges, gardens of exotic and wondrous plants, hospitals, observatories and laboratories are unmatched. Within its halls are mechanical marvels and weapons of far-off lands, as well as trophies captured by Sultan's forces and brought to be examined by the learned scholars of the House of Wisdom. Philosophers and theologians debate in its chambers. Ghanzal and qasida poets compose verses describing the beauty and pain of life. Thus it is no wonder that the House attracts the greatest minds of the age to study in its hallowed halls, from within the Sultanate and far beyond the Iron Wall.

In its laboratories, guarded by the faithful Kavasses, the Jabirean Alchemists dissect and study the war beasts of Shaitan so their weaknesses can be laid bare and exploited by the Believers. At such times, their roars of rage and pain echo through the porphyry corridors of the House.

To maintain a degree of independence regardless of the royal funding, the House of Wisdom performs many services for the Sultan's armies. Its best Alchemists work with the Sultanate foundries where the great cannons of the Iron Wall are cast. Takwin creations are provided to bolster the army of Those Who Believe, as are suits of armour and alchemical ammunition. The House of Wisdom also maintains the Sultanate fleet of airships, which both guard the lands of the Believers against enemy air forces and maintain vigil over lands under darkness. They make regular excursions deep into Heretic territory to witness whether the Great Sandstorm still covers the Two Holy Places, and then report the news back to the Sultan.

In exchange, the masters of the House of Wisdom have freedom to dispatch their own excursions and expeditions into the lands beyond the wall. There they seek tomes of knowledge, lost in the dark and terrible days when the forces of Jahannam overran much of the Levant, and great cities fell like the blossoms of a jasmine flower in fiery heat. Sometimes they make journeys to capture an especially ferocious beast of the enemy. At other times they seek to capture or kill Heretic alchemists, which they see as an offence to their craft and threat to the entire world.

These excursions are exceedingly dangerous and they are not undertaken lightly. Each Alchemist dispatched on such a journey is an irreplaceable loss if they die in the perils of No Man's Land, and since they operate under their own authority, they cannot expect direct support from the Sultan's forces. Many noble Fāris cavaliers have taken oaths to protect these scholars in their journeys, as well as the House's own Kavass bodyguards sworn to fight and die in defence of their masters.

HOUSE OF WISDOM SPECIAL RULES

The following special rules apply to a House of Wisdom Warband.

- Alchemists: A House of Wisdom Warband must include 1-2 Jabirean Alchemists. In addition, Alchemist Armour in a House of Wisdom Warband has the Limit: 2 stipulation instead of Limit: 1.
- Kavasses: Kavasses are sworn guardians of the House of Wisdom. You can change the Melee Characteristic of up to 3 Azebs in a House of Wisdom Warband from **-1 DICE** to **+0 DICE** at a cost of +5 ⓿ each. However, these Azebs lose the Light Skirmisher ability.
- Noble Guardians: A House of Wisdom can include 0-2 Fāris. The Fāris use the Janissary Warband Entry, but have the **ELITE** Keyword at no additional cost in ducats.
- Pride of Jabir: A House of Wisdom Warband can include 0-3 Lions of Jabir.
- Private Venture: A House of Wisdom Warband cannot include a Yüzbaşı, Janissaries, or Sultanate Assassins.
- Secrets of the House of Wisdom: Each Jabirean Alchemist in a House of Wisdom Warband can have one of following abilities at the cost indicated below. You cannot give the same ability to more than one model (i.e. every Jabirean Alchemist that has an ability must have a different one).
  - **Medicine** (15 ⓿): This Alchemist is a student of Ibn Sina's School of Medicine. This Alchemist cannot have a Medi-kit. Instead, when you Activate this Alchemist it can take a School of Medicine **ACTION** as part of the Activation. If it does so, take a Success Roll for the Alchemist and add **+1 DICE** to the roll. If the roll is a Failure, nothing happens. If it is a Success or a Critical Success, you can do one of the following things:
    - Remove **2 BLOOD MARKERS** or **1 INFECTION MARKER** from the Alchemist or a friendly model within 1" of the Alchemist.
    - Stand up a friendly model that is Down and which is within 1" of the Alchemist.
  - **Cartography & Geometry** (20 ⓿): The Alchemist has studied long and hard the sciences of cartography and Geometry. At the start of the game, before deployment, you can pick up to 2 models in the Warband that are mounted on a base of 32mm or less, giving them the **INFILTRATOR** Keyword for that game.
  - **Secrets of Takwin** (20 ⓿): The Alchemist has bound their Takwin creature to themselves with unbreakable bonds. If this Alchemist is hit by an attack while within 1" of their Takwin Homunculus, you can apply the hit to the Homunculus and make the Injury Roll for it instead of the Alchemist.
  - **Chemistry & Alchemy** (25 ⓿): At the start of the first Turn of the game, before any models have been Activated, you can set up an Elemental Obstacle terrain piece that is up to 2" wide and 6" long anywhere on the battlefield. It must be set up more than 1" away from any other terrain pieces and more than 6" from any models. The Elemental Obstacle has the **DIFFICULT TERRAIN** and **DANGEROUS TERRAIN** (X) Keywords. After setting it up, you must say if X is the **FIRE**, **GAS**, or **SHRAPNEL** Keyword.

- **Philosophy, Poetry and Theology** (20 ⓜ): The Alchemist is well-versed in the hidden truths of the Universe and of the Divine and has a calm and clearmind. Add **+1 DICE** to Morale Check Success Rolls for this Alchemist's Warband, as long as the Alchemist is not Down or Out of Action. In addition, if this Alchemist's Warband becomes Shaken, ignore the requirement that all Success Rolls become Risky Success Rolls (however you still need to see if the Warband flees in the following Turn's Morale Phase). The Alchemist has the **NEGATE FEAR** Keyword.

- Takwin Homunculus: : A House of Wisdom Warband can include one Takwin Homunculus for each Jabirean Alchemist in the Warband. Each Takwin Homunculus must be associated with a Jabirean Alchemist when it is added to the Warband. An Alchemist can only have a single Takwin Homunculus associated with it and vice versa. If a Takwin Homunculus associated Alchemist is killed during the campaign, it cannot be deployed during a game, its Battlekit cannot be changed, and no Alchemical Formulas can be applied to it. If you add a new Jabirean Alchemist to your Warband and it has any unassociated Takwin Homunculi, you must associate one of them with the new Alchemist.
- Weapon Collections: When you create your starting Warband, you can purchase 1 piece of Battlekit from the New Antioch Armoury, and 1 piece of Battlekit from the Trench Pilgrims Armoury. Any stipulations that apply to it are followed (so there is little point in taking Battlekit that can only be used by models from the other Warbands). You can repurchase the Battlekit later during the campaign if it is lost for any reason.

Takwin Homunculus - Cost: 40 ⓜ

Takwin Homunculi can take almost any shape and their sizes can range from a tiny imp to a towering colossus of 15 feet tall or more, depending on the skills and needs of the Alchemist that created them. Often their existence is a harsh one, even death does not release them from servitude as they can simply be repaired and re-animated. Some with sufficient intelligence take a philosophical stance and find fulfilment in their service to a greater cause.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	0	25mm

Battlekit A Takwin Homunculus cannot have any Battlekit but can have Alchemical Formulas (▸ see Alchemical Formulas).

Abilities
- Artificial Life: Add **-1 DICE** to Injury Rolls for a Takwin Homunculus.
- Pummelling Blows: A Takwin Homunculus can make a Melee Attack even though it does not have any Melee Weapons.
- Re-creation: If a Takwin Homunculus is killed in the post-battle sequence, you do not have to remove it from your roster. Instead, you can spend 40 ⓜ in the following Quartermaster Step to leave it on the Roster.

Keywords SULTANATE, ARTIFICIAL

ALCHEMICAL FORMULAS

A Takwin Homunculus can have one or more of the following Alchemical Formulas. Once a Takwin Homunculus has an Alchemical Formula, the effect is permanent, and cannot be removed or lost during the campaign. A Takwin Homunculus can have more than one Alchemical Formula, but cannot have the same Alchemical Formula more than once unless specified otherwise.

- Additional Arm (15): This Takwin Homunculus adds the **CLEAVE** 2 Keyword to attacks made with its Pummelling Blows Ability.
- Elemental Resistance (40): Give this Takwin Homunculus the **NEGATE FIRE** and **NEGATE GAS** Keywords. In addition, add **-1 INJURY DICE** to Injury Rolls for attacks with the **FIRE** or **GAS** Keywords that target this Takwin Homunculus.
- Enslaved Mind (10): Give this Takwin Homunculus and one other model in your Warband the **FIRETEAM** Keyword. The other model can only form a Fireteam with this Homunculus.
- Gargantuan Size (20): A Takwin Homunculus can only have this Alchemical Formula if it already has the Human Hands, Inhuman Strength, and Massive Size Alchemical Formulas. The Homunculus can use 1 Weapon that can usually only be taken by a Brazen Bull, and its base size is increased to 60mm.
- Hawk Eyes (10): The eyesight of the Homunculus is based on that of a predatory bird. Change the Ranged Characteristic of this Takwin Homunculus to **+1 DICE**. A Homunculus cannot have the Hawk Eyes Alchemical Formula if it has the Hypnotic Eyes Alchemical Formula unless it also has the Two Heads Alchemical Formula.
- Human Hands (10): This Takwin Homunculus can have Ranged and Melee Weapons from the Iron Sultanate Armoury. It can also have a Trench Shield or a Fire Shield. A Homunculus cannot have the Human Hands Alchemical Formula if it has the Wings Alchemical Formula. It cannot use its Pummelling Blows ability if it is armed with any Melee Weapons
  - If a Takwin Homunculus with Human hands also has an Additional Arm, then it can have three 1-Handed Melee Weapons or one 1-Handed Melee Weapon and one 2-Handed Melee Weapon, and it can have three 1-Handed Ranged Weapons or one 1-Handed Ranged Weapon and one 2-Handed Ranged Weapon. If it takes a Shield, then the Shield replaces one of the Melee Weapons it can have but the Shield Combo rule cannot be used for any of its weapons. In addition, when it takes a Fight **ACTION** it can make 1 Melee Attack with each Melee Weapon that it has, one after the other. If it makes more than 1 attack, the Off-Hand Melee Modifier applies to the last Melee Attack that it makes. When it takes a Shoot **ACTION** it can make 1 Ranged Attack with up to two Ranged Weapons that it has, one after the other.

- Hypnotic Eyes (15): Add **-1 DICE** to rolls for Melee Attacks that target this Takwin Homunculus, unless the attack is made by a Sniper Priest or a model with the **BLACK GRAIL** Keyword. A Homunculus cannot have the Hypnotic Eyes Alchemical Formula if it has the Hawk Eyes Alchemical Formula unless it also has the Two Heads Alchemical Formula.
- Inhuman Strength (15): The musculature of the Homunculus is reinforced, replaced and strengthened. Give this Takwin Homunculus the **STRONG** Keyword, change its Melee Characteristic to **+1 DICE**, and increase its base size to 32mm.
- Massive Size (30): The Homunculus' size is increased into vast proportions. Give this Takwin Homunculus the **TOUGH** Keyword and increase its base size to 50mm. A Homunculus cannot have the Massive Size Alchemical Formula if it has the Wings Alchemical Formula.
- Regenerative Tissue (25): This Takwin Homunculus gains the **REGENERATE** 1 Keyword.
- Seal of Solomon (10): This Formula greatly enhances the intelligence of the Homunculus and makes it painfully aware of its artificial existence. This Takwin Homunculus can have Equipment from the Iron Sultanate Armoury.
- Startling Speed (10): Add **+1 DICE** to the Risky Success Roll for this Takwin Homunculus when it takes a Dash **ACTION**.
- Terrifying Appearance (10): The formula bestows an alluring beauty or horrifying visage upon the Homunculus. Give this Takwin Homunculus the **FEAR** Keyword.
- Two Heads (5): This Takwin Homunculus can have both the Hawk Eyes and Hypnotic Eyes Alchemical Formulas.
- Wings (30): Change this Takwin Homunculus's Movement Characteristic to 8"/Flying and give it the **FLYING** Keyword. A Homunculus cannot have the Wings Alchemical Formula if it has the Massive Size Alchemical Formula.

HOUSE OF WISDOM ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a House of Wisdom Warband.

Elixir of Al-Khidr | 10 | Consumable, Limit: 1

This is an extraordinary creation of the House of Wisdom. It is said that within the Sultanate's gardens lies the hidden Fountain of Life, whose waters are used as an ingredient in this powerful alchemical formula.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Fountain of Life: When deploying a model with an Elixir of Al-Khidr for the first time in a game, you can say that the model will consume the Elixir of Al-Khidr. If you do so, the model has the **TOUGH** Keyword for the rest of the game. An Elixir of Al-Khidr cannot be used by models with the **ARTIFICIAL** Keyword.

Fire Shield | 20 | Shield Combo, Limit: 2

An invention of the al-Jazari School of Engineering within the House of Wisdom, this shield is treated with an alchemical formula that makes it highly resistant to fire weapons. It has proven its value in many desperate battles against the flame-wielding Heretics.

Type	Range	Keywords
Shield	-	-1 INJURY MODIFIER, NEGATE FIRE

- Flame Repellent: Add **-1 INJURY DICE** to Injury Rolls for attacks with the **FIRE** Keyword that targets a model that has a Fire Shield, even if the attacking weapon has the **IGNORE ARMOUR** Keyword.

DEFENDERS OF THE IRON WALL

Since assuming the throne in the year 1902, Sultan Malik, affectionately nicknamed the Lion Padishah by his troops, has demonstrated a more aggressive policy in waging the Great War. Though the Iron Wall endures continuous attacks as the forces of Shaitan ceaselessly test the Believer's defences, the Sultan refuses to engage in a war of mere resistance. The Sultanate has never relinquished its claim to the formerly Muslim lands lost to the Heretics, and as a result, regular troops are now deployed on offensive missions far more frequently than in the past, hardening raw recruits into veterans.

When the Defenders of the Iron Wall advance into No Man's Land, they employ their unique art of war with precision. All warriors have been drilled relentlessly in marksmanship that takes advantage of elevated positions and using siege jezzails in two-man teams. These skills are honed into perfection, and it is almost impossible to dislodge these troops from a well-prepared high ground. Mighty Brazen Bulls form a lynchpin of defence in close quarters, and can push back even the greatest of enemy champions.

The core of any such warband is often formed around the Sultanate Sappers, experts at demolition and mine-setting, and veterans of the bitter battles above and below the Wall. They are superb in the transportation and use of field artillery, erecting defensive positions at a speed that borders on supernatural. Their explosive charges disrupt enemy advances, whittling down attackers long before they reach the lines of Sultanate defenders, who wait to dispatch those remaining with ruthless efficiency.

DEFENDERS OF THE IRON WALL SPECIAL RULES

The following special rules apply to a Defenders of the Iron Wall Warband.

- Far from the Sublime Gate: A Defenders of the Iron Wall Warband cannot include any Lions of Jabir, Yüzbaşı or Assassins, and models in the Warband cannot have a Cloak of Alamut or Wind Amulet.
- Grand Cannons: A Defenders of the Iron Wall Warband can include 0-2 Sultanate Grand Cannons at a cost of 60 ⓜ each (▸ see Defenders of the Iron Wall Warband Armoury). When a Grand Cannon is added to a Defender of the Iron Wall Warband it must either be given to a Brazen Bull that is already part of the Warband, or added to the Armoury on the Warband's roster sheet as a Grand Cannon gun battery. No more than 1 Grand Cannon can be given to a Brazen Bull model, and a Warband cannot have more than 2 Grand Cannons in total. The rules for using the Grand Cannon during a game can be found in the Defenders of the Iron Wall Warband Battlekit section.
- Janissary Officers: A Defenders of the Iron Wall Warband can have 0-2 Janissaries, which have the **ELITE** Keyword at no additional cost in ⓜ.
- Marksmanship of the Iron Wall: All the members of the Warband practise marksmanship from the dizzying heights of the Iron Wall against targets on the ground below. Add **+2 DICE** instead of **+1 DICE** to the Success Roll for a Ranged Attack made by models in a Defenders of the Iron Wall Warband when they have the Elevated Position modifier.
- Sappers Corps: The standard divisions assigned to the Iron Wall have double-strength Sapper detachments. A Defenders of the Iron Wall Warband can have 0-4 Sultanate Sappers.
- Siege Jezzail Teams: The Defenders of the Iron Wall are trained to use Siege Jezzails in pairs. Add **+1 DICE** to the Success Roll for a Ranged Attack made with a Siege Jezzail if there is a friendly model within 1" of the model making the attack.
- Silahdar: The commanders of the Iron Wall's units come from the personal bodyguards of the Sultan known as Silahdar. A Defenders of the Iron Wall Warband must include 1 Silahdar. The Silahdar uses the Yüzbaşı Warband Entry, except that it replaces the Mubarizun ability with the **STRONG** Keyword, and they can have an Alaybozan from the Iron Sultanate Armoury (▸ see the Iron Sultanate Battlekit), and an Anqā Guard and Explosive Charges from the Defenders of the Iron Wall Armoury (▸ see Defenders of the Iron Wall Warband Armoury), at the indicated cost in ⓜ for each piece of Battlekit that is taken.
- Sipahi: Sipahi Automaton Cavalry often serves as infantry in the Iron Wall's units to reinforce areas under severe pressure. A Defenders of the Iron Wall Warband can include up to 1 Sipahi Automaton Cavalry at a cost of 110 ⓜ. They use the Mercenary Entry for a Mamluk Faris but you cannot change their Battlekit in any way. Note that this does not stop you from recruiting a Mamluk Faris as a Mercenary as well.

DEFENDERS OF THE IRON WALL ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Defenders of the Iron Wall Warband.

Anqā Guard | 10 ⓿ | Sultanate Sappers only

Shaped into the likeness of the wondrous anqā bird, and created by the Imperial School of Military Engineering in association with the House of Wisdom, these movable defensive walls are lightweight and extraordinarily resistant to damage. Their resilience comes from a richly-decorated ceramic layer on their outer surface and a secret compound of ceramic and alchemical steel at its core. Each unit can be carried into battle on a Sapper's back. With the press of a single button, the guard spreads its wings wide, revealing a face of beautiful yet terrifying countenance.

Type	Range	Keywords
Equipment	-	DEPLOYABLE, HEAVY

An Anqā Guard is represented by a terrain piece that is about ½" high and which is mounted on a 40mm base. It is Impassable terrain.

- Pre-battle Deployment: After you deploy a model with an Anqā Guard, you can also deploy their Anqā Guard. If you do so, deploy the Anqā Guard anywhere wholly within your deployment zone. Once deployed, the model that had the Anqā Guard is not considered to be carrying it for the rest of the game.
- Combat Deployment **ACTION**: A model that has an Anqā Guard can take a Combat Deployment **ACTION**. If it does so, take a Risky Success Roll for the model and add **+2 DICE** to the roll. If the roll is a Failure, nothing happens and the model's Activation ends. If the roll is a Success or Critical Success, you can deploy the Anqā Guard within 1" of the model. Once deployed, the model that had the Anqā Guard is not considered to be carrying it for the rest of the game.

Banner of Desert Wind | 30 ⓿ | Limit: 1

The alchemical compounds woven into this banner attract desert winds that make it impossible for flying machines or winged creatures to overcome the Iron Wall.

Type	Range	Keywords
Equipment	-	HELD, LEADER

- Sandstorm: Models that start an Activation within 24" of an enemy model that has the Banner of Desert Wind have 1 subtracted from their Movement Characteristic until the end of the Activation. This rule does not apply if the model with the Banner of Desert Wind is Down.

Explosive Charges | 35 | Consumable, Silahdar & Sultanate Sappers only, Limit: 1

Sultanate Sapper Corps specialise in using explosive charges to overcome defended enemy positions such as walls, bunkers, casemates and pillboxes. Experts at timing the fuses of their bombs, many a battle has been turned thanks to a well-timed blast.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Hidden Explosives: At the start of the game, after Deployment, you can say that a model that has Explosive Charges is going to plant them on the battlefield. If you do so, secretly write down their location on a piece of paper. The Explosive Charges must be planted on a terrain piece that measures up to 8" by 8", is not fully or partially within the enemy deployment zone or within 1" of a model, and which is not a scenario objective that is worth any Victory Points.
- Detonating the Explosives: When you Activate a friendly model, before you carry out any **ACTIONS** you can say that the model is going to detonate any hidden explosives you set up at the start of the game. If you do so, show your opponent the piece of paper saying where the explosives are hidden, and then make an Injury Roll with the **SHRAPNEL** Keyword for each model (friend or foe) that is in on or in contact with the terrain piece. The terrain piece is then removed from the game. Models that were on top of the terrain piece Fall directly down to the battlefield, and an additional Injury Roll may have to be made for them if they Fall 3" or more.

Iron Wall Kalkan | 30 | Brazen Bull only, Limit: 1

It is rare that even the greatest artillery bombardments manage to dent the Invincible Iron Wall, but sometimes when the most powerful of enemy Sorcerers enchant Heretic artillery ammunition, a sliver of the Wall is splintered. Such shards and slivers of the divine metal are carefully gathered by the Alchemists and incorporated into mighty shields to be used solely by the Brazen Bulls.

Type	Range	Keywords
Shield	-	COVER

- Othismos: When a Brazen Bull that has an Iron Wall Kalkan takes a Move **ACTION** (not a Dash or Charge) and is in contact with 1 enemy model that is mounted on a base of 40mm or less, then the Brazen Bull can use the Iron Wall Kalkan to push the enemy model when it moves. The Brazen Bull must move in a straight line, directly towards the enemy model. The enemy model is pushed in front of the Brazen Bull as the Brazen Bull moves along. The move can also be used to push a model off a terrain piece, so that it Falls (▸ see Comprehensive Rules in the Trench Crusade Digital Rulebook). If the move pushes the enemy model into contact with another model, both the enemy model and the Brazen Bull must stop moving. If it pushes the enemy into contact with a terrain piece that is more than ½" high, the enemy model and the Brazen Bull must stop moving and an Injury Roll is made for the enemy model.

Sultanate Grand Cannon | 60 | Limit: 2

Mounted on the Great Iron Wall, these are the main artillery that the Sultanate produces, and in vast numbers. Normally fixed in place, a variant suited for the massive hands of the Brazen Bulls has been designed so the living field artillery of the Padishah can take on truly heavily armoured enemies and vehicles.

Type	Range	Keywords
1-Handed	48”	+2 INJURY DICE, DEPLOYABLE HEAVY, IGNORE ARMOUR

When a Grand Cannon is added to a Defender of the Iron Wall Warband it must either be given to a Brazen Bull that is already part of the Warband, or added to the Armoury on the Warband’s roster sheet as a Grand Cannon gun battery.

A Grand Cannon that is included in the Armoury on a Warband’s roster as a gun battery is represented by a terrain piece that is at least ½” high and which is mounted on a 50mm base. It is Impassable terrain.

- Mobile Grand Cannon: A Grand Cannon carried by a Brazen Bull is treated as a 1-Handed Ranged Weapon that uses the profile above for all rules purposes. If it is removed from the Brazen Bull for any reason, or if the Brazen Bull is removed from the Warband for any reason, then the Grand Cannon is lost (it cannot be fielded as a stationary gun battery).
- Deploying a Gun Battery: A Grand Cannon that is included in the Armoury on a Warband’s roster as a gun battery is deployed in the same way as a unit when the Warband is deployed.
  - **Firing a Gun Battery:** Each Grand Cannon gun battery can be used once per Turn by a friendly model that is within 1” of it, as long as both the friendly model and the Grand Cannon are not within 1” of an enemy model, and as long as the friendly model does not move as part of the same Activation. The friendly model must take a Shoot **ACTION**, and can then use the Grand Cannon as the Ranged Weapon for the attack using the profile above (if the model is an Alchemist, then its Mastery of the Elements ability will apply to the attack). Measure the range and check the Line of Sight using the Grand Cannon instead of the attacking model. In a campaign the Grand Cannon gun battery is assumed to have been returned to the Warband’s Armoury at the end of the game, and will be available to be deployed in the Warband’s next game.
- Unstoppable Object: If a model that has been hit by a Sultanate Grand Cannon is not taken Out of Action by the Injury Roll, it is pushed D6” in a straight line directly away from the attacking model. The model stops if it is pushed into another model, Impassable terrain or a terrain piece it cannot cross without having to Climb.

Starting a Warband

Keywords

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Warband Variants

Black Grail

The Court

Mercenaries

HERETIC LEGIONS

A shroud of darkness blankets the world. Smoke and brimstone spew from the yawning Gates of Inferno, enveloping the lands where people have abandoned God and openly wage war against His Creation. It is a grim reality that a full third of humanity has bent its knee before the idols of Hell. The main satanic military force on Earth are the Heretic Legions, raised from amongst these citizens of the damned.

Spies are sent into Hell's domains under special absolution by the Cardinal Protector. Most are caught, never to be seen again, save for some whose eternally screaming heads are returned to New Antioch, branded with bleeding runes that mock the Holy Trinity.

Yet some do make it back to the light, whispering of the horrors they have witnessed: of firstborn cast into the mouths of the burning statues of Baal and human flesh sold by the pound in dreadful markets. They speak of the great idols of the Golden Calf and rapturous men and women who prostrate themselves before them. Inverted pyramids and towers plunge into the depths of these cities, built of iron and black stone. Within these pits stand sacrificial altars where weeping captives are slowly sliced to death over agonising days and weeks with wicked knives made of infernal basalt. Cathedrals to the princes of Hell hang from grand arches of volcanic stone, while the condemned are crucified on hundreds of upside down crosses.

Accounts speak of sprawling factories made of mutilated flesh and metal, their forges yielding endless munitions for the ongoing war. Guided by the teachings of Tartarus' smiths, alchemists toil over colossal weapons and armoured warmachines, wielding the forbidden secrets of their patrons' metallurgy to forge instruments of death and suffering beyond the grasp of any human engineer. Once proud cities of Earth, where churches have been toppled and entire populations subjugated, are now dedicated towards bringing down the very Throne of Heaven.

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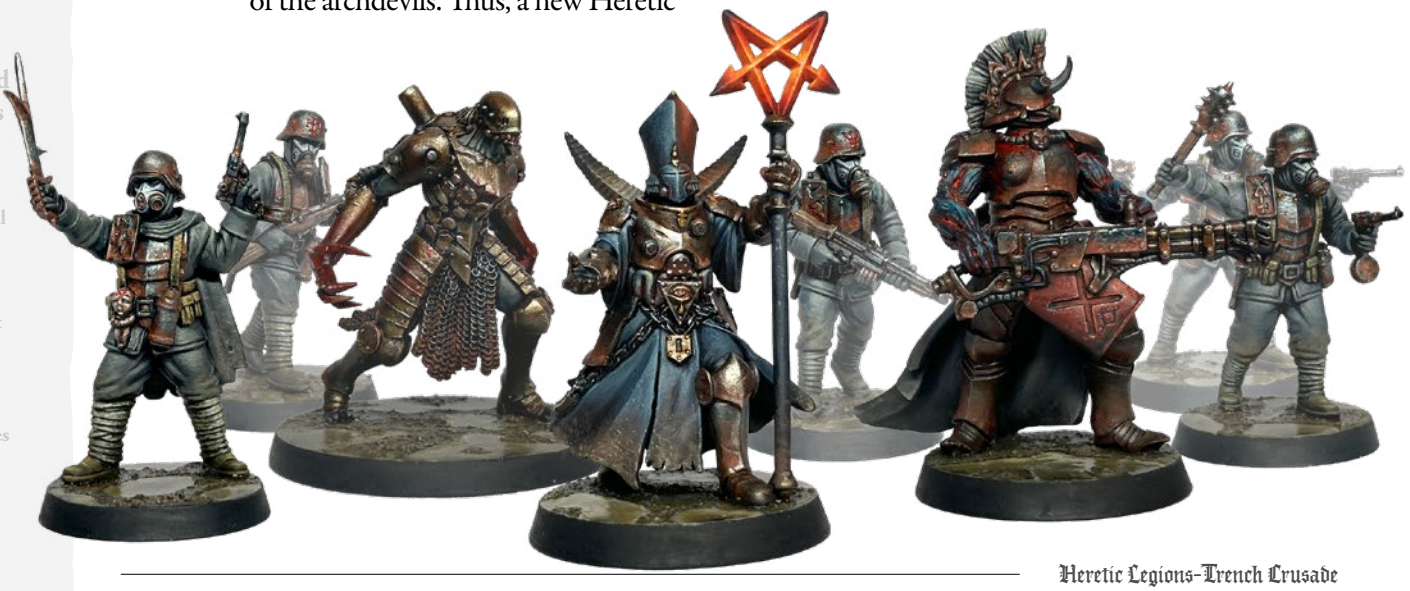
Amongst the forsaken citizens who endure within the earthly domains of Hell, the greatest status is afforded to the soldiers fighting in the Great War. But joining the elite units of the army of damnation is no easy task. Those who wish to win a place amongst the Heretic Legions must make an unholy pilgrimage to the burning bronze Gates of Hell, where even from leagues away, the infernal heat sears both flesh and spirit until the pain becomes unbearable. In the Valley of Tears, the great road that leads to the Gate, paved with wailing souls and lamentations, is littered with endless mounds of charred bodies. Many are still half-alive, writhing in agony, trapped in a grotesque twilight between life and death, their wickedness deemed insufficient. These discarded souls are doomed to writhe in agony until the Day of Judgement.

Those who make it within sight of Hell's Maw are considered worthy and are initiated into the Legions, taking unbreakable vows that chain them into darkness for all eternity, their bodies branded with the mark of the demon lord that has claimed them. The Armouries of Hell then equip them for battle, and Heretic Priests beckon forth new supplicants as dictated by the whispers of the archdevils. Thus, a new Heretic Legionnaire is born. They hail archdevils as their masters and are thus damned.

Yet there are some who push further on: to the very Gate itself and beyond. Their very flesh ignites, never to recover, but those with the blackest souls can enter the Inferno itself. Amongst those, the Anointed are especially revered amongst the Legions. They are the paragons of unhinged brutality – men and women of colossal vigour and unyielding devotion. Having tread the accursed path to the shores of the Lake of Eternal Flame, where the damned wither and contort in ceaseless torment, the Anointed emerge forever scarred by the embrace of abyssal fires. The blackened and burnt flesh of the Anointed will never heal, but in exchange, they are granted the right to wear heavy Gehenna armoured suits and gain strength to wield weapons that a normal man could barely lift. It is said that glancing into their eyes, one can see the reflection of the very flames of Hell, forever etched in their vision.

Though the vast bulk of the Heretic Legions are made of mortal humans, Hell often sends their own abhorrent progeny to reinforce their mortal foot soldiers: nightmarish War Beasts made of captured and possessed creatures, and dreaded Artillery Witches who act as mobile artillery, supporting lightning assaults.



HERETIC LEGIONS

In domains where men worship demons and kneel before the altars of the Golden Calf, mortal followers, flanked by the abhorrent progeny of the underworld, muster beneath the banners of mighty archdevils. Fires spewing from the open Gate of Hell illuminate deathly ashen skies as they march forth to bring all of Creation under their Infernal yoke.

Warband Creation

You have 700 ⓜ to recruit a Heretic Legions Warband for a campaign (▸ see Starting a Warband). The Heretic Legions are Fallen.

Special Rules

No special rules apply to a standard Heretic Legions Warband.

Armoury Tables

Heretic Legions can have the following Battlekit. Battlekit with a bullet point [•] is unique to Heretic Legions Warbands, and its rules can be found in the Heretic Legions Battlekit section after the Armoury. (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Ranged Weapons

Anti-Materiel Rifle	Limit:1	3 ✳
Automatic Rifle	Bayonet Lug, Limit: 2	2 ✳
Automatic Shotgun	Bayonet Lug, Shield Combo	15 ⓜ
Bolt-Action Rifle	Bayonet Lug	10 ⓜ
Flamethrower	Limit: 3	30 ⓜ
Grenade Launcher	Limit: 2	30 ⓜ
Heavy Flamethrower	Limit: 2	55 ⓜ
Machine Gun	Limit: 1	50 ⓜ
Pistol		6 ⓜ
Semi-Automatic Rifle	Bayonet Lug	15 ⓜ
Shotgun	Bayonet Lug, Shield Combo	10 ⓜ
Silenced Pistol	**ELITE** only	15 ⓜ
Submachine Gun	Bayonet Lug, Shield Combo	2 ✳

Melee Weapons

Bayonet	Shield Combo	2
• Blasphemous Staff	**ELITE** only	2
Great Hammer/Maul		10
Great Sword/Axe		12
• Hellblade	Limit: 2	1
Polearm	Shield Combo	7
• Sacrificial Blade	**ELITE** only, Limit: 2	23
Sword/Axe		4
• Tartarus Claws	Death Commando only	15
Trench Club		3
Trench Knife		1

Grenades

Frag Grenades		7
Gas Grenades		10
Incendiary Grenades		15

Shields

Trench Shield	Shield Combo	10

Armour

Reinforced Armour	Anointed & **ELITE** only	40
Standard Armour		15

Equipment

Binoculars	**ELITE** only	10
Combat Helmet	Headgear	5
Gas Mask		5
Hellbound Soul Contract	Heretic Troopers & Legionnaires only, Limit: 3	5
Incendiary Ammunition	Consumable, Limit: 1	15
Infernal Brand		5
Mountaineer Kit	Limit: 2	3
Musical Instrument	Limit: 1	15
Shovel		5
Troop Flag	Limit: 1	1
Unholy Relic		15
Unholy Trinket	Consumable	15

Heretic Legions Battlekit

The following Battlekit items are unique to the Heretic Legions Warband. Rules for all other items are in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Blasphemous Staff | 2 ✳ | ELITE only

Crafted in mockery of the rod carried by the prophet Aaron, this evil staff unleashes searing hellfire, causing excruciating pain with the slightest touch.

Type	Range	Keywords
1-Handed	Melee	CRITICAL, FIRE

⌖ Evil Power: Add **+1 DICE** to Success Rolls or Risky Success Rolls for a model with a Blasphemous Staff, apart from the Success Rolls for a Ranged or Melee Attack, or the Risky Success Roll to take a Dash **ACTION**.

Hellblade | 1 ✳ | Limit: 2

Crafted from iron ore from the mines of Dis in Inferno, this weapon burns with the unquenchable fires of Hell.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, FIRE

Sacrificial Blade | 23 ◓ | ELITE only, Limit: 2

Terrifying blades blessed by the hand of a greater devil, these knives are used in Heretic rituals to sacrifice captives to the dark powers of Hell. They simply need to touch their opponents to cause indescribable pain, and even the most minor wound often proves fatal from the agony alone. They are risky even to their wielders, as the merest scratch wounds friend and foe alike.

Type	Range	Keywords
1-Handed	Melee	+2 INJURY MODIFIER, RISKY

Tartarus Claws | 15 ✪ | Death Commando only

Made from severed hands of Malebranche, the Tartarus claws are granted by archdevils only to those whose hearts are blackened with the sin of Wrath.

Type	Range	Keywords
2-Handed	Melee	CLEAVE 2, CRITICAL, CUMBERSOME

⌖ Harrowing Assault: If the target is taken Down or Out of Action by a Melee Attack made with Tartarus Claws, you can immediately move the model up to 3". You can use this move to move within 1" another enemy model, and if you do so, this model can take another Fight **ACTION**. However, it cannot make the 3" move if the second attack takes the target Down or Out of Action.

Elite Warband Entries: The Devil's Own

1 Heretic Priest - Cost: 80

A Heretic Legions Warband must include 1 Heretic Priest.

These fallen Priests wield unholy magics, summoning petrifying demons and creatures through their Goetic spells. Often pledged to a demon lord in Hell, such as Pazuzu or Guison, the profane gospels they recite strike fear into Church forces, causing ears to bleed and eyeballs to burst in their sockets.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+2 DICE	0	32mm

Battlekit A Heretic Priest can have any Battlekit from the Heretic Legions Armoury Tables.

Abilities

- Puppet Master **ACTION**: A Heretic Priest can take a Puppet Master **ACTION**. If they do so, take a Risky Success Roll for the model. If the roll is a Failure, the Heretic Priest's Activation ends immediately. If the roll is a Success or Critical Success, pick 1 model (friend or foe) that is within 12" of the Heretic Priest and in their Line of Sight, apart from the Heretic Priest themselves. You can move the model D6". The move must be in a straight line, but can be in any direction, and can be used to make the model move within 1" of an enemy, make a retreat move, Climb, Jump, or Jump Down. The model cannot make a Diving Charge and does not count as charging if it finishes the move within 1" of an enemy model.

Keywords HERETIC, ELITE, LEADER, TOUGH

0-1 Death Commando - Cost: 90

These terrifying infiltrators are silent killers, equipped with stealth generators that hide them from the Eyes of God. They have been known to eliminate entire enemy squads single-handedly.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+2 DICE	0	32mm

Battlekit A Death Commando can have Battlekit from the Heretic Legions Armoury Tables. The only Ranged Weapons they can have are Silenced Pistols and Tormentor Chains (▸ see Glory Items in the Trench Crusade Digital Rulebook), and the only Grenades they can have are Gas Grenades. No restrictions apply to any other Types of Battlekit.

Abilities

- Stealth Generator: Add -1 DICE to rolls for Ranged Attacks that target a Death Commando.
- Hide ACTION: A Death Commando can take a Hide ACTION if they are in contact with a terrain piece that is at least ½" high. If they do so, take a Risky Success Roll for the model and add +1 DICE to the roll. If the roll is a Failure, the Death Commando's Activation ends immediately. If the roll is a Success or Critical Success, enemy models cannot choose the Death Commando as the target for a Ranged Attack or Charge until the Death Commando moves, charges, retreats, makes a Ranged Attack, or an enemy model moves within 1.5" of them. The Death Commando can be hit if they are within the blast radius of a Weapon with the BLAST Keyword.

Keywords HERETIC, ELITE, INFILTRATOR

0-1 Chorister - Cost: 65

Choristers sacrifice themselves upon black altars, and if worthy, rise after nine days, finishing their own beheading as their severed heads begin to sing. Their hymns conjure visions of Hell, sapping the strength and resolve of all who hear, the Chorister's cold blood forming diabolic symbols in rhythm with their unholy chorus. Those who hear their song find their minds flooded with visions from the Pits of Hell, weakening both their resolve and strength, as the dreadful music eats away at their very soul.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-2 DICE	+2 DICE	0	32mm

Battlekit A Chorister can have any Battlekit from the Heretic Legions Armoury Tables.

Abilities
- Unholy Hymns: Add -1 DICE to Success Rolls taken for enemy models that are within 8" of one or more Choristers.

Keywords HERETIC, ELITE, FEAR

Troops Warband Entries
Legionnaires of Hell

Heretic Troopers - Cost: 30

These soldiers make up the bulk of the Heretic forces. Heretic Legionnaires have witnessed the Gate of Hell and survived; they are damned for all eternity.

Heretic Trooper Profile

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	0	25mm

Heretic Legionnaire Profile

Movement	Ranged	Melee	Armour	Base
6"/Infantry	See below	See below	0	25mm

Battlekit A Heretic Trooper or Heretic Legionnaire can have any Battlekit from the Heretic Legions Armoury Tables.

Abilities

- Heretic Legionnaires: You can upgrade Heretic Troopers in your Warband to Heretic Legionnaires, at a cost of +10 each. You cannot upgrade a Heretic Trooper if doing so would result in there being more Heretic Legionnaires in your Warband than there are Heretic Troopers. When you upgrade a Heretic Trooper to a Heretic Legionnaire, you can change either their Ranged Characteristic or their Melee Characteristic from 0 to +1.

Keywords HERETIC

MF

0-1 War Wolf Assault Beast - Cost: 145

This abomination charges through miles of barbed wire, clearing a path for the Heretic infantry. Its uniquely formed head is designed to cut cleanly through it. War Wolves wear unique armour forged in the factories of Hell, as seen by the maker's marks stamped upon it.

Movement	Ranged	Melee	Armour	Base
8"/Infantry	-	+2 DICE	-3	50mm

Battlekit A War Wolf always has a Chainsaw Mouth and Shredding Claws. These weapons are part of the War Wolf and cannot be removed or lost throughout the campaign for any reason. It cannot have any other Battlekit.

Abilities

- Assault Beast: A War Wolf is armed with two Melee Weapons (its Chainsaw Mouth and Shredding Claws). When it makes a Melee Attack, it can attack once using either its Chainsaw Mouth or Shredding Claws, or twice, first with the Chainsaw Mouth and second with its Shredding Claws (the Off-Hand Weapon modifier applies to the attack made with the Shredding Claws). Note that both Weapons have the **RISKY** keyword, which means that the War Wolf's Activation ends immediately if the Success Roll for an attack made with either weapon is a Failure.
- Loping Dash: Add **+1 DICE** to the Risky Success Roll for a War Wolf that is taking a Dash **ACTION**.

Keywords HERETIC, ARTIFICIAL, FEAR, NEGATE DIFFICULT TERRAIN, TOUGH

Chainsaw Mouth

Type	Range	Keywords
Special	Melee	+1 DICE, +1 INJURY DICE, IGNORE ARMOUR, RISKY

Shredding Claws

Type	Range	Keywords
Special	Melee	+1 INJURY DICE, CUMBERSOME, RISKY

Wretched - Cost: 25

Many unfortunates fall into the hands of Heretic warbands, captured in raids, purchased from the slave markets, or seized by watchful patrols. Such Wretched are branded with cursed flesh-eating tattoos as a safeguard against escape and heavily drugged to degrade and dull their will, while still leaving their aggression intact.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	- 1 DICE	- 1 DICE	0	25mm

Battlekit Wretched can have any Battlekit from the Heretic Legions Armoury Tables that costs up to 10 . A Wretched must have at least 1 Weapon (they cannot be sent into battle completely unarmed).

Abilities

- Chattel: In a campaign, Wretched can be sold in the Quartermaster Step for 25 plus half the cost in of any Battlekit they have.
- Dark Blessing: When a Wretched is taken Out of Action, place 1 **BLESSING MARKER** next to the nearest friendly model with the **ELITE** and **HERETIC** Keywords. If two or more eligible models are equally close to the Wretched, you can choose which receives the **BLESSING MARKER**.
- Law of Hell: If an attack made by a Wretched takes an enemy model with the **ELITE** Keyword out of Action, the Wretched model gains its freedom and is immediately removed from the game. It no longer counts as being part of the Warband for the purposes of Morale Checks and is removed from the Warband Roster.

Keywords HERETIC

0-5 Anointed Heavy Infantry - Cost: 95

Heavily armed and armoured assault troops. Their skin is burned and blistering from their ordained pilgrimages to Hell and back.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	-2	32mm

Battlekit An Anointed Heavy Infantry always has Reinforced Armour and an Infernal Brand (▸ see Battlekit in the Trench Crusade Digital Rulebook). This Battlekit cannot be removed or lost throughout the campaign for any reason. The Injury Modifier for the Armour is already included in the model's Profile above. They can also have any Battlekit from the Heretic Legions Armoury Tables.

Abilities None

Keywords HERETIC, STRONG

0-1 Artillery Witch - Cost: 100

Artillery Witches stalk the battlefields, hurling ordnance assembled in the death factories of Hell's Third Circle. They are completely mute, and no one has ever seen their faces, leading some to question if they are even alive. Rumours suggest that they too, were manufactured in Hell. They can call forth an endless number of Infernal bombs from a portal to Hell that they manifest at will, summoning them to their hands from a gate of midnight blackness.

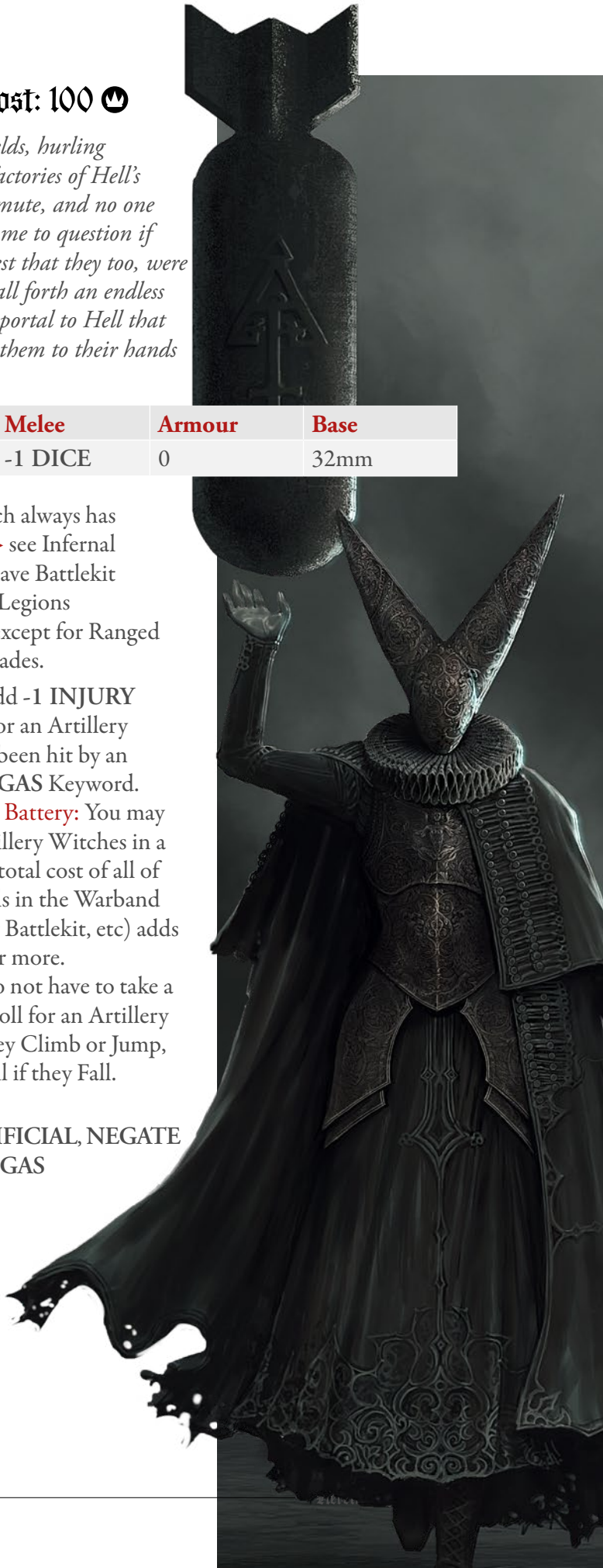
Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	-1 DICE	0	32mm

Battlekit An Artillery Witch always has Infernal Bombs (▸ see Infernal Bomb), and can have Battlekit from the Heretic Legions Armoury Tables except for Ranged Weapons or Grenades.

Abilities

- Abiotic Life: Add -1 **INJURY DICE** to rolls for an Artillery Witch that has been hit by an attack with the **GAS** Keyword.
- Artillery Witch Battery: You may include 0-2 Artillery Witches in a Warband if the total cost of all of the other models in the Warband (including their Battlekit, etc) adds up to 1,000 or more.
- Levitate: You do not have to take a Risky Success Roll for an Artillery Witch when they Climb or Jump, or an Injury Roll if they Fall.

Keywords HERETIC, ARTIFICIAL, NEGATE FEAR, NEGATE GAS



Infernal Bomb

Type	Range	Keywords
1-Handed	36”	BLAST 3”, IGNORE COVER, IGNORE ELEVATED POSITION, IGNORE LONG RANGE, RELOAD, SCATTER, SHRAPNEL

- Duck: Add -1 **INJURY DICE** to the roll for a model that is hit by an Infernal Bomb if it is in contact with a terrain piece that is at least ½” tall and that lies in between it and the target point.
- Infernal Strike: If the Success Roll for a Ranged Attack with an Infernal Bomb that targets an enemy model is a Success or a Critical Success, or if the attack is a Failure and the target point scatters onto a model's base, apply the effect of the **DEADLY** Keyword to the Injury Roll for that model. Injury Rolls for other models caught in the Infernal Bomb's **BLAST** are made normally.
- Mighty Explosion: If a model that has been hit by an Infernal Bomb is not taken Out of Action by the Injury Roll, it is blown away D3” in a straight line by the explosion, even if the model has been taken Down by the Injury Roll. Roll separately for each model to see how far it is blown away by an Infernal Bomb. If the model was the target of the attack, it is blown directly away from the Artillery Witch. If the model was caught in the Blast of the weapon, it is blown directly away from the target point. The model stops if it is blown into another model, Impassable terrain, or terrain it cannot cross without having to Climb.

Warband Variants

Trench Ghosts

Sometimes, when Heretic troopers die upon a hallowed ground or in the presence of an uncorrupted holy relic, they become trapped between planes of existence. Claimed by neither Heaven nor Hell, the Trench Ghosts become undead. They are doomed to fight a war without an end, attacking both the Faithful and Heretic alike, hating all life, and obeying commands that no living can hear.

Their greed for worldly wealth and items of power remains undiminished, and their semi-corporeal bodies are exceedingly difficult to destroy. Their faces, covered with gas masks they no longer have any use for, betray nothing of the agony they endure. In close combat, they whisper of the pain of their existence — an endless doom which will never give them rest, their broken bodies and shattered minds are forced to endure the horrors of war for all eternity. Few can withstand such terror without breaking.

Tales are told of countless Trench Ghost warbands that haunt No Man's Land, but the most famous are the Ghosts of Tannenberg, the shades of the Heretic force that won the battle of Tannenberg only to pass into the shadow after sacking the Church of Saint Jacob.

TRENCH GHOST SPECIAL RULES

The following special rules apply to a Trench Ghost Warband.

- Barbed Wire Banshee: A Trench Ghost Warband can include a Barbed Wire Banshee instead of a Chorister. The Barbed Wire Banshee has the same Profile and Cost as a Chorister, but instead of the Unholy Hymns Ability add **+1 INJURY DICE** to rolls for enemy models that are within 8" of a Barbed Wire Banshee.
- Enemies of All: A Trench Ghost Warband cannot include Mercenaries.
- Lost Souls: A Trench Ghost Warband cannot include models with the **ARTIFICIAL** Keyword, and models in a Trench Ghost Warband cannot have Hellbound Soul Contracts or Infernal Brands. The Warband can include Anointed Heavy Infantry, but they do not have their Infernal Brand and still cost 95 .
- Semi-corporeal: Add **-1 INJURY DICE** for Injury Rolls caused by Ranged Attacks that hit a model from a Trench Ghost Warband.
- Slow and Creeping: Treat a Trench Ghost model as having a Movement Characteristic of 3"/Infantry when it takes a Dash **ACTION**. In addition, add **-1 DICE** to the Success Roll for an attack made by a Trench Ghost model on an enemy model that is making a Retreat.
- Undead Horror: Models in this Warband have the **FEAR**, **NEGATE DIFFICULT TERRAIN**, and **NEGATE GAS** Keywords.

TRENCH GHOST ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Trench Ghost Warband.

Sarcophagus Mine | 30 | Heretic Troopers only, Limit: 2

Heretic Troopers can be encased in suits of thick armour that have been filled with explosives, which can be triggered by the Trooper when the enemy draws close.

Type	Range	Keywords
Armour	-	-3 INJURY MODIFIER, BLAST 3"

- Walking Bomb: A model that has a Sarcophagus Mine cannot have any other Battlekit. A model with a Sarcophagus Mine can take a Trigger **ACTION** (▸ see below). In addition, if an enemy model finishes a move within 3" of a model with a Sarcophagus Mine, you can interrupt its Activation and detonate the Sarcophagus Mine without having to take a Trigger **ACTION**.
  - **Trigger ACTION**: When a model with a Sarcophagus Mine takes a Trigger **ACTION**, you must take a Risky Success Roll for the model with **+1 DICE**. If the roll is a Failure, nothing happens (but you can try again the next time the model is Activated). If the roll is a Success or Critical Success, the Sarcophagus Mine detonates as described below.
- Detonation: When a Sarcophagus Mine detonates, all models (friend or foe) within 3" of the model carrying the Sarcophagus Mine and in its Line of Sight are hit by a Ranged Attack with the **SHRAPNEL** Keyword. Add **+1 INJURY DICE** to the Injury Rolls for models that are within 1" of the model carrying the Sarcophagus Mine. The model carrying the Sarcophagus Mine is then taken Out of Action.

Tank Palanquin | 60 | Heretic Priest only

Trench Ghost Heretic Priests sometimes ride into battle standing on top of an armoured platform called a Tank Palanquin. From their lofty vantage point, they rain destruction upon the foe.

Type	Range	Keywords
Armour	-	-3 INJURY MODIFIER, STRONG

- Bulky: A model that has a Tank Palanquin must be mounted on a 50mm base and cannot be equipped with a Shield. In addition, it has a Charge Bonus of D3" instead of D6".
- Death From On High: Add 3" to the height of a model that has a Tank Palanquin when determining if it receives the Elevated Position modifier for any Ranged Attacks that it makes.
- Standfast: When a model that has a Tank Palanquin suffers a Down result on the Injury table, it is treated as a Minor Hit result instead.

Knights of Avarice

Warbands who follow the Prince of Greed call themselves the Knights of Avarice. Such Heretics display their wealth extravagantly. They are festooned with chains of gold and the finest silk cloaks; their armour is gilded and decorated with precious stones, and the handles of their great coin hammers are crafted of the rarest of wood. Despite the opulent wealth on display, their finery is tarnished by blood and soot that spews from the Hellgate, and the delicate artistic filigree of their golden masks is both terrible and beautiful in equal measure. In combat, they favour hammers and clubs that break bones but leave flesh and blood intact, alongside poison gas and highly accurate rifles. They scorn crude and destructive fire or explosive weapons that could damage any objects of value.

Many merchants, traders, and moneylenders within the Faithful nations are followers of Mammon and secretly supply the Knights of Avarice with their wares.

KNIGHTS OF AVARICE SPECIAL RULES

The following special rules apply to a Knights of Avarice Warband.

- Corrupt Merchants: When you create your starting Warband, you can purchase 1 piece of Battlekit from the New Antioch Armoury, and 1 piece of Battlekit from the Iron Sultanate Armoury. Any stipulations that apply to it must still be followed (so there is little point in taking the Assassin's Dagger, for example, as it can only be used by Assassins). You can repurchase the Battlekit later during the campaign if it is lost for any reason.
- Gas Bombs: Artillery Witches in a Knights of Avarice Warband replace their Infernal Bombs with Gas Bombs.
- Goetic Warlocks: Goetic Warlocks are creations of Mammon. A Knights of Avarice Warband can include up to 2 Goetic Warlocks as Mercenaries (▸ see Goetic Warlock). In addition, the first Goetic Warlock to be recruited in a Knights of Avarice Warband costs 110 ✪ instead of its normal cost in ✳.
- Infernal Rivalry: Mammon is a rival of Beleth, who is the Patron of Death Commandos. A Knights of Avarice Warband cannot include Death Commandos.
- Mammon's Chosen: A Knights of Avarice Warband cannot include a model if the cost of the model and its Battlekit is less than 80 ✪, unless the model is a Wretched.
- Preserve the Loot: Models in a Knights of Avarice Warband cannot have Battlekit that has, or would give another piece of Battlekit, the **FIRE** and/or **SHRAPNEL** Keywords. Grenade Launchers can be taken, but replace the **SHRAPNEL** Keyword with the **-1 INJURY DICE**, **GAS**, and **IGNORE ARMOUR** Keywords.
- Price of Greed: A Heretic Priest in a Knights of Avarice Warband has the following Price of Greed **ACTION** instead of the Puppet Master **ACTION**.
  - **Price of Greed ACTION**: Worldly wealth becomes the target of this curse, gradually crushing its victim under its weight. A Knights of Avarice Heretic

Priest can take a Price of Greed **ACTION**. If they do so, take a Risky Success Roll for the model. If the roll is a Failure, the Knights of Avarice Heretic Priest's Activation ends immediately. If the roll is a Success or Critical Success, make an Injury Roll for an enemy model that is within 12" of the model taking the Price of Greed **ACTION** and in its Line of Sight. Add **+1 INJURY DICE** to the roll if the Success Roll was a Critical Success, and add **+1 INJURY DICE** to the roll for each **-1 INJURY MODIFIER** that applies to the target (the **-1 INJURY MODIFIER** still applies). For example, if the target had Standard Armour with a **-1 INJURY MODIFIER**, you would add **+1 INJURY DICE** and a **-1 INJURY MODIFIER** to the roll.

- Worship Mammon: The Patron of a Knights of Avarice Warband is always Mammon.

KNIGHTS OF AVARICE ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Knights of Avarice Warband.

Coin Hammer | 20 | Limit: 2

This double-handed hammer bears the rune of Mammon on its head. Its strike burns through even the heaviest armour, leaving a permanent, painful scar in the shape of the rune.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, HEAVY

- Rune of Mammon: If the Injury Roll for an attack made by a Coin Hammer results in 1 or more **BLOOD MARKERS** being placed next to the target, place **1 BLESSING MARKER** next to the model using the Coin Hammer.

Golden Calf Altar | 20 | Limit: 3

This portable altar of Mammon creates illusions of immense wealth, taking the form of whatever its target covets most.

Type	Range	Keywords
Equipment	-	DEPLOYABLE, HEAVY

A Golden Calf Altar, if deployed, is represented by a terrain piece that is about ½" high and which is mounted on a 25mm base. It is Impassable terrain.

- Illusions: Enemy models treat Open ground and all terrain within 3" of a model with a Golden Calf Altar or a Golden Calf Altar terrain piece as being Difficult terrain (if it is not already), even if they have the **FLYING** Keyword.
- Place Altar **ACTION**: A model with a Golden Calf Altar can take a Place Altar **ACTION**. If they do so, deploy the Golden Calf Altar anywhere within 1"of the model. Once deployed, the model that had the Golden Calf Altar is not considered to be carrying it for the rest of the game. In addition, the Golden Calf Altar is lost at the end of the game and removed from your Warband Roster.

Gas Bombs | Included in Cost of Artillery Witch

Artillery Witches in a Knights of Avarice Warband replace their Infernal Bombs with equally deadly Gas Bombs. Doing so ensures that valuable loot will not be damaged.

Type	Range	Keywords
1-Handed	36”	-1 INJURY DICE, BLAST 3”, GAS, IGNORE ARMOUR, IGNORE COVER, IGNORE ELEVATED POSITION, IGNORE LONG RANGE, RELOAD, SCATTER

- Choking Gas: If a model that has been hit by a Gas Bomb is not taken Out of Action by the Injury Roll, it staggers D3” in a straight line trying to get away from the gas cloud. Roll separately for each model to see how far it staggers. If the model was the target of the attack, it staggers in a direction chosen by the player making the attack. If the model was caught in the Blast of the weapon, it staggers directly away from the target point. The model stops if it staggers into another model, Impassable terrain, or a terrain piece it cannot cross without having to Climb.

Standard of Mammon | 25 | Limit: 1

The Battle Standards of Mammon are opulently decorated works of art, icons and banners created in mockery of the virtues of Charity and Temperance. Crafted from the most extravagant materials, each is a unique work of dark genius, often depicting saints performing vile sins or famous acts of Greed. These standards have the power to make anyone kneel before the Prince of Greed.

Type	Range	Keywords
Equipment	-	HELD, LEADER

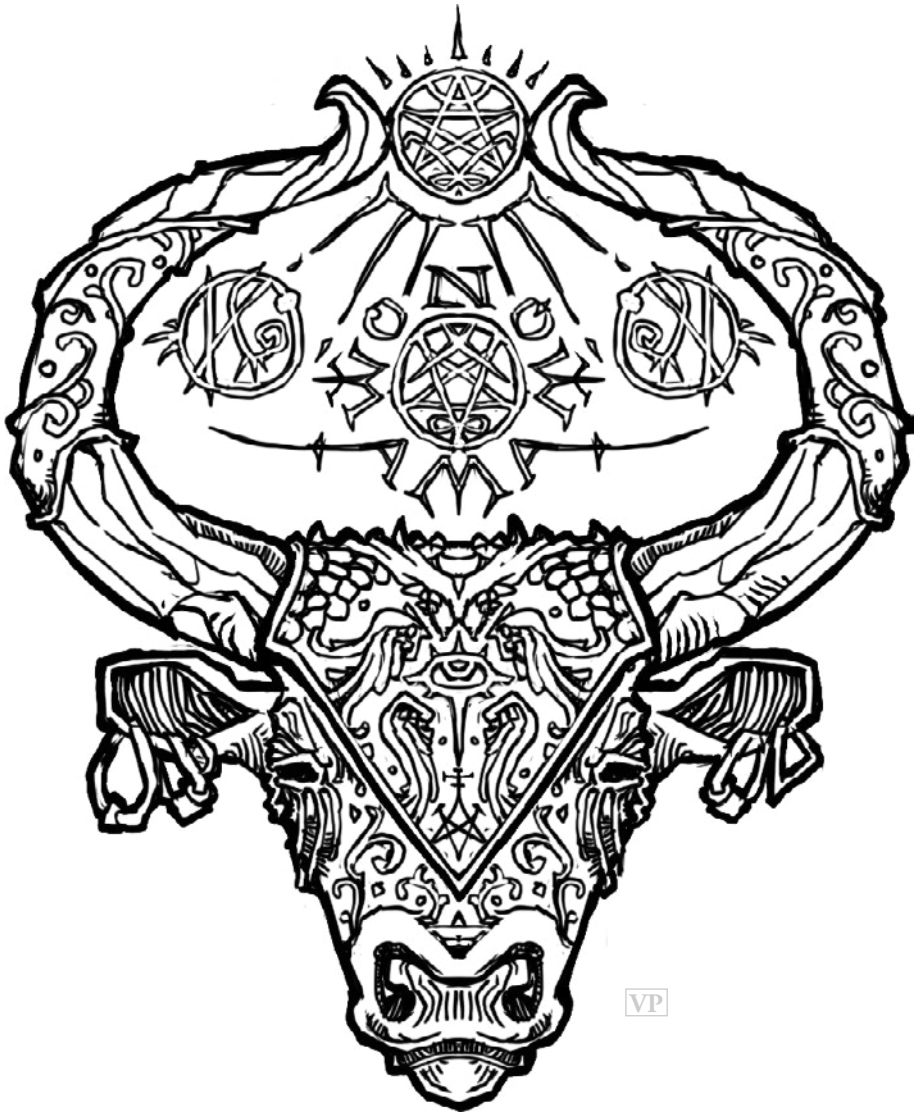
- Kneel Before Me: An enemy model that is Down and within 1” of a model with the Standard of Mammon cannot stand back up. In addition, the opposing player must take a Success Roll for any of their models that finish a charge within 1” of a model with the Standard of Mammon. If the roll is a Failure, the enemy model is marked as being Down. If the roll is a Success or a Critical Success, the enemy model stays on its feet.

Tarnished Armour | 25 | Limit: 1

This suit of armour, gilded with gleaming gold, comes with a helmet often adorned with a beautiful, cherub-like face, corrupted in some way with grotesque detailing such as inhuman eyes or a face twisted upside-down. Despite its splendour, the armour is always tarnished by blood, offal, or other kinds of corruption. Merely seeing it fills mortals with incredible greed and makes the wearer an immediate target of their wrath as they desperately try to take it from them.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, NEGATE GAS

⌖ Target of Wrath: An enemy model must choose a model that has Tarnished Armour as the target of the charge if the model is in its Line of Sight, not already within 1" of an enemy model, and can be reached without the charging model having to Climb, Jump, make a Diving Charge, or move across Dangerous terrain.



Heretic Naval Raiders

The Heretic fleet operates as a semi-autonomous entity under the command of its High Captain and other admirals. The Heretics have their own marine infantry, which often operate in small bands, striking deep behind enemy lines and executing smash-and-grab missions. They are always on the lookout for captives, loot, information, supplies, rare artefacts, and any opportunity to express their cruelty and brutality.

HERETIC NAVAL RAIDERS SPECIAL RULES

The following special rules apply to a Heretic Naval Raiders Warband.

- Close Assault Weapons: Submachine Guns cost 25 ⓜ for a Heretic Naval Raiders Warband.
- Fast as Lightning: Add **+1 DICE** to the Risky Success Roll for models from a Heretic Naval Raiders Warband that are taking a Dash **ACTION**.
- Let Sleeping Dogs Lie: This Warband cannot include a War Wolf.
- Light Troops: A Heretic Naval Raiders Warband cannot have more than two Anointed models or more than 1 Artillery Witch (even if the Warband has a value of 1,000 ⓜ or more).
- Unseen Advance: Up to three models without the **ELITE** Keyword in a Heretic Naval Raiders Warband can be given the **INFILTRATOR** Keyword at a cost of +10 ⓜ each.

MF

THE CULT OF THE BLACK GRAIL

Typhus, malaria, typhoid, smallpox, yellow fever, pneumonia, trench fever, Markisian disease, and countless others ravage the trenches and battlefields of the Great War. Yet they all pale in comparison to the most dreaded of them all, the Black Grail.

Beelzebub, Lord of the Flies, stands apart from the other lords of Hell who work through their mortal followers. When he rises to supremacy in the endless power struggles of the archfiends, the Prince of Decay does not scheme – he unleashes his deadliest curse.

Infused with demonic essence from the bowels of the seventh layer of Hell, Beelzebub's putrid fortress spews forth a torrent of hell-flies, scorpions, locusts, and other Infernal insects. The Hellgate opens, unleashing a tidal wave of foulness that flows across the land at startling speed, consuming everything in its path and leaving indescribable horror in its wake. For nine days, the swarm rampages unchecked, until it turns upon itself in its own insatiable hunger.

The Black Grail is indiscriminate in its hatred of all living things. Its infections seep into any living flesh, twisting it with tumours, boils, and weeping pustules. In its wake, puddles and ponds of melted flesh remain, while endless mouths scream in agony. The Black Grail destroys the body but leaves the mind intact, trapped to endure its torment. The scientist-priests of the Church and the Alchemists of the Sultanate tirelessly search for a way to inoculate their people against this most loathsome of plagues, but to no avail. The only answer lies in the flames. Infected settlements are purged with specially-constructed flamethrower tanks, their weapons fuelled with holy anointing oil.

If this is not done swiftly, or the countermeasures fail, a fate worse than death awaits. The bodies of men, horses, dogs, insects, and every creature infected by the Black Grail rise once more, driven by a demonic will. Not alive, not dead, they become vessels of corruption, spreading their master's plague ever further. They form warbands, seeking to infect any life they

encounter. They gather loot and grisly trophies, offering them to the idols of Beelzebub they erect. Thus, the Cult of the Black Grail mocks the devotions of the Faithful and their prayers.

At the head of these warbands stand the knights of the Order of the Fly, depraved men and women who embrace the Black Grail and whose devotion Beelzebub finds sufficient. They are granted weapons, armour, and equipment corrupted by the archfiend's touch in exchange for sacrifices brought to the altars of Beelzebub. The warbands build these wherever they go: grotesque structures of horror, crafted from the remains of their victims, shaped into monstrous flies.

To lead his tainted legions of Grail Thralls, Beelzebub needs capable commanders and a devoted clergy to spread the ecstatic blasphemy of his kingdom on Earth. To achieve this, Beelzebub has organised his followers into a strict hierarchy, ensuring his will is done. The Order is divided into military and ecclesiastic wings, with the enthroned Lord of the Flies reigning over all. He is both god and king to his followers, an object of worship and dread, for he holds absolute power over all infected with the Black Grail, and is known to elevate or punish his servants according to his diabolical whims.

There are many titles and ranks an ambitious Plague Knight may strive for. Grand masters and mistresses of the Black Grail serve as marshals, each commanding seneschals of Decay, who lead entire field armies in their name. Specialised forces can be led by knight companions of Gluttony or commanders of the Rotten Cross, and are granted special powers to carry out their tasks and duties.

Within the ecclesiastic wing of the Order, countless roles exist for those who perform the Cult's unholy ceremonies and oversee the vast endeavour of dismantling and transporting cathedrals, mosques, synagogues, temples, and other places of worship. These holy structures are taken to Ekron, where they are defiled and remade into blasphemous shrines devoted to the worship of decay. Each member bears a rank and title suited to their task. Plague almoners administer special strains of the Black Grail to those deemed worthy of initiation. Procyonis sacristas guard the Order's foul relics. Bubonic visitors carry news and communications to Beelzebub himself. Pustulators seek out saints who could be corrupted and swayed to join the Order. Beyond these, endless others toil in rot and ritual.

THE CULT OF THE BLACK GRAIL

Concocted by Beelzebub himself, the Black Grail is the most calamitous plague that has ever ravaged this bleak world. Not living, not dead, its victims become vessels to spread the corruption of their new master. Those depraved enough to willingly embrace this "gift" become nobles of the Order of the Fly, forming warbands and shepherding their lesser brethren to find and infect life of any kind.

Warband Creation

You have 700 ⓜ to recruit a Cult of the Black Grail Warband for a Campaign (▸ see Starting a Warband). The Cult of the Black Grail are Fallen.

Armoury Tables

Cult of the Black Grail Warbands can have the following Battlekit. Battlekit with a bullet point [•] is unique to Cult of the Black Grail Warbands and its rules can be found in the Cult of the Black Grail Battlekit section after the Armoury. (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Special Rules

The following special rules apply to a Cult of the Black Grail Warband (including any Cult of the Black Grail Variant Warbands).

- **INFECTION MARKERS**: Some Cult of the Black Grail Weapons have the **INFECTION MARKERS** Keyword. These Weapons cause **INFECTION MARKERS** (instead of **BLOOD MARKERS**) to be placed next to the target (▸ see **INFECTION MARKERS**).
- Morale: Fighting against the Cult of the Black Grail is a terrifying prospect. Your opponent must add -1 **DICE** to all Morale Checks unless their Warband is of either the Court of the Seven-Headed Serpent or the Cult of the Black Grail.

Infection Markers

An **INFECTION MARKER** works in a similar way to a **BLOOD MARKER**, except that they grow and multiply over time if left untreated.

Placing Infection Markers

INFECTION MARKERS are placed next to a model in the same way as a **BLOOD MARKER**. A model may have up to six **INFECTION MARKERS** and up to six **BLOOD MARKERS** at the same time. We recommend you use different coloured dice (the more disgusting the better!) to represent **INFECTION MARKERS**.

Using Infection Markers

An **INFECTION MARKER** can be used in the same way as a **BLOOD MARKER** (▸ see Comprehensive Rules in the Trench Crusade Digital Rulebook.); for example, it can be spent to modify Success Rolls and Injury Rolls, and/ or to convert an Injury Roll to a Bloodbath Roll. Additionally, you can combine **BLOOD MARKERS** and **INFECTION MARKERS** to affect the same roll or to cause a Bloodbath.

Removing Infection Markers

Rules that allow a **BLOOD MARKER** to be removed from a model cannot be used to remove an **INFECTION MARKER** unless specifically noted otherwise.

The Infection Spreads

If there are one or more **INFECTION MARKERS** next to a model when the model is Activated, place 1 more **INFECTION MARKER** next to the model before it carries out any Actions.

Plague Knight Ranks

Each Plague Knight in a Warband can be given one of the following Plague Knight Ranks at the indicated cost in ☻:

- Plague Almoner (10 ☻): If you convert an Injury Roll into a Bloodbath Roll for an attack made by this Plague Knight, the cost in **BLOOD MARKERS** and/or **INFECTION MARKERS** of the Bloodbath Roll is reduced by 1.
- Knight Companion of the Fly (5 ☻): Add +1 **DICE** to either the Ranged or the Melee Characteristic of this Plague Knight (you can choose which of the Characteristics to increase).
- Knight of the Rotten Cross (5 ☻, Limit: 1): You can purchase 1 Ranged Weapon or 1 Melee Weapon from the New Antioch or Heretic Legions Armoury Tables for this model. Any stipulations that apply to the Weapon must be followed (so there is no point in taking a Weapon that can only be used by a specific model). The Weapon cannot be sold or reallocated in the Quartermaster Step of the Campaign Phase (▸ see Campaign in the Trench Crusade Digital Rulebook), but can be replaced if it is lost for any reason.

Ranged Weapons

Blunderbuss	Shield Combo	5
Bolt-Action Rifle	Bayonet Lug	10
• Corruption Belcher	Limit: 2	30
• Infested Rifle	Bayonet Lug	15
Machine Gun	Amalgam only, Limit: 1	50
Musket	Bayonet Lug	5
Pistol		6
• Putrid Shotgun	Bayonet Lug, Shield Combo, Limit: 2	20
Shotgun	Bayonet Lug, Shield Combo	10
• Viscera Cannon	**ELITE** only, Limit: 2	50

Melee Weapons

Bayonet	Shield Combo	2
• Beelzebub's Axe	**ELITE** only, Limit: 1	30
Great Hammer/Maul		10
Great Sword/Axe		12
• Plague Blade	**ELITE** only, Limit: 3	7
Polearm	Shield Combo	7
Sword/Axe		4
Trench Club		3
Trench Knife		1

Grenades

Gas Grenades		10
• Parasite Grenades		15

Shields

• Black Grail Shield	**ELITE** only, Shield Combo	20
Trench Shield	Shield Combo	10

Armour

Reinforced Armour	**ELITE** only	40
Standard Armour		15

Equipment

Combat Helmet	Headgear	5
• Compound Eyes Helmet	ELITE & Heralds only, Headgear, Limit: 3	10
• Grail Devotee	ELITE only, Limit: 2	15 or 2
Field Shrine		2
Musical Instrument	Limit: 1	15
Troop Flag	Limit: 1	1
Unholy Trinket	Consumable	15

The Cult of the Black Grail Battlekit

The following Battlekit items are unique to the Cult of the Black Grail Warband. Rules for all other items are in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook). See the Cult of the Black Grail Special Rules section for any Weapons that have the **INFECTION MARKERS** Keyword.

Beelzebub's Axe | 30 | ELITE only, Limit: 1

With blades crafted in the form of a fly spreading its wings, this enormous axe is eternally covered with corruption and filth of Beelzebub.

Type	Range	Keywords
2-Handed	Melee	+2 INJURY DICE, HEAVY, INFECTION MARKERS

Black Grail Shield | 20 | ELITE only, Shield Combo

This device of the Cult of the Black Grail carries the blessing of the Lord of Flies. It has a will of its own, moving to intercept any bullets or other projectiles that might impede the work of Beelzebub.

Type	Range	Keywords
Shield	-	-1 INJURY MODIFIER

⌖ Power of the Cult of the Black Grail: When a model with a Black Grail Shield is chosen as the target for a Ranged Attack, it will draw on the Power of the Black Grail before the Success Roll is made for the attack. Take a Success Roll for the model with the Black Grail Shield. If the roll is a Failure, nothing happens and the attack is carried out as normal. If the roll is a Success, add **-2 DICE** to the roll for the Ranged Attack. If the roll is a Critical Success, the attack is automatically a Failure (do not make a Success Roll for the attack).

Compound Eyes Helmet | 10 ⓿ | ELITE & Heralds only, Headgear, Limit: 3

This ancient helmet fuses with its wearer, linking their nerves to its compound eyes, granting enhanced vision.

Type	Range	Keywords
Equipment	-	NEGATE SHRAPNEL

- Enhanced Vision: Add **+1 DICE** to the Success Roll of Ranged Attacks taken for a model that has a Compound Eyes Helmet.

Corruption Belcher | 30 ⓿ | Limit: 2

Corruption belchers spew forth noxious gas and corrosive fumes captured from the Bolgias that divide the putrid swamps of the Eighth Circle of Hell.

Type	Range	Keywords
2-Handed	8”	FLAMETHROWER, GAS, IGNORE ARMOUR

Grail Devotee | 15 ⓿ or 2 ✳ | ELITE only, Limit: 2

Given birth by Matagot Hags after devouring living victims whole, these diminutive thralls are driven by an unspeakable thirst for fluids tainted by the Cult of the Black Grail. They attach themselves to the nobles of the Order of the Fly, endlessly grovelling and begging for any secretion or discharge of fluid their master might be able to spare.

Type	Range	Keywords
Equipment	-	-

- Grovelling Followers: Up to 2 models can have up to 2 Grail Devotees each. Add **+1 INJURY MODIFIER** to Injury Rolls for Melee attacks made by the model for each Grail Devotee that it has. Each Grail Devotee can be represented by a model if you wish. Place them adjacent to the model that they are following but note that Grail Devotees are not treated as models for any rules purposes, just move them out of the way if they get in the way of a “proper” model.
- Jealous Obsession: The Limit of 2 is the number of models that can have Grail Devotees; each model can have up to 2 Grail Devotees. The cost of the second Grail Devotee taken for a model is paid in ✳ instead of ⓿. Grail Devotees cannot be reallocated unless the model that had them is removed from the Warband Roster.

Infested Rifle | 15 | Bayonet Lug

Armour offers little protection against the horrid, tainted bullets of this rifle, polluted by the power of Beelzebub himself. The bullets are semi-sentient, flying through the tiniest chinks in any armour.

Type	Range	Keywords
2-Handed	18"	ARMOUR-PIERCING

Parasite Grenades | 15

Gifted from the Lord of the Flies, these grenades are filled with parasitic mind worms whose bites cause fever dreams and terrifying hallucinations. They are used to force the mortals away from the safety of defended bunkers and trenches.

Type	Range	Keywords
Grenades	8"	ASSAULT, IGNORE COVER, IGNORE LONG RANGE

- Terrifying Hallucinations: If a Parasite Grenade hits a target, after resolving the Injury Roll, you can move the target model 3". The move must be in a straight line, but can be in any direction, and can be used to make the model move within 1" of an enemy, make a retreat move, Climb, Jump, or Jump Down. The model cannot make a Diving Charge and does not count as charging if it finishes the move within 1" of an enemy model.

Plague Blade | 7 | ELITE only, Limit: 3

Carrying the viral strain of Beelzebub himself, these weapons are the terror of all mortals. Even the tiniest nick or scratch usually leads to an agonising death and eternal servitude to the Lord of Flies as a ghastly walking corpse.

Type	Range	Keywords
1-Handed	Melee	INFECTION MARKERS

Putrid Shotgun | 20 | Bayonet Lug, Shield Combo, Limit: 2

Each a corroded, winged and demon-possessed cartridge filled with infected parasitic larvae, the rounds of putrid shotguns are almost impossible to avoid. This repulsive weapon is nicknamed "blunderpus" by the New Antioch troops.

Type	Range	Keywords
2-Handed	12"	+1 DICE, ASSAULT, INFECTION MARKERS, SHOTGUN

Viscera Cannon | 50 | ELITE only, Limit: 2

This heavy firearm is the most loathsome and repulsive of all the weapons in the arsenal of the Cult of the Black Grail – and that is saying something. A warrior armed with this pride of Beelzebub inserts its tubes into their own abdomen and then shoots their own corrosive fluids and innards at the enemy. It is operated by a hand crank that first builds pressure inside the user until they are at the point of bursting, and then releases the spray of viscera at their foe. The greater the amount of their own flesh the user releases, the more horrific the damage.

Type	Range	Keywords
2-Handed	24"	+2 DICE, HEAVY

- Self Sacrifice: If a Viscera Cannon hits a target, after resolving the Injury Roll, you can place up to **3 BLOOD MARKERS** next to model that made the Attack (until it has a maximum of 6 markers). Then place **1 INFECTION MARKER** next to the target for each **BLOOD MARKER** that you placed on the attacking model.

Elite Warband Entries: The Order of the Fly

0-1 Lord of Tumours - Cost: 130

A Cult of the Black Grail Warband must include at least 1 Lord of Tumours or 1 Plague Knight.

A high-ranking noble officiant in the Cult of the Black Grail, the Lord of Tumours spreads filth and corruption amongst friend and foe alike. They commune with the Lord of the Flies through a trance-like ecstasy and can channel the very power of the Seventh Circle of Hell which Beelzebub rules.

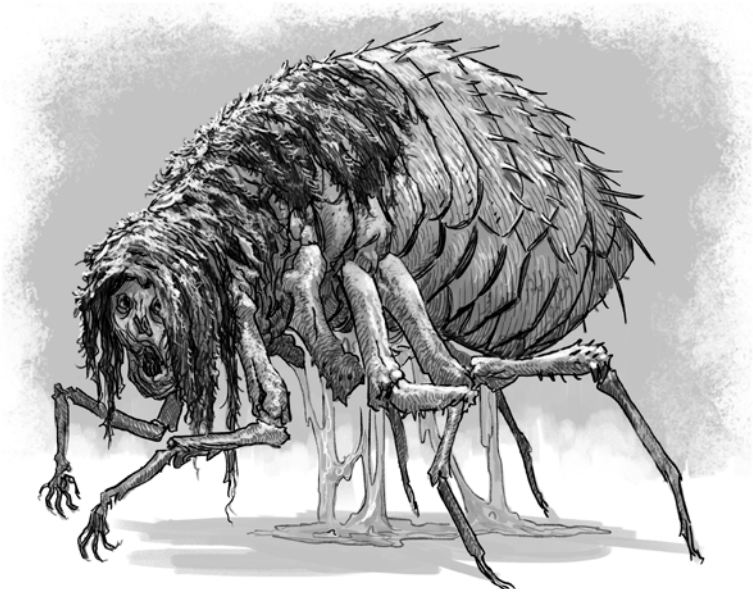
Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+4 DICE	0	50mm

Battlekit A Lord of Tumours can have any Battlekit from the Cult of the Black Grail Armoury Tables.

Abilities

- Beelzebub's Touch: Whenever a Melee Attack made by a Lord of Tumours causes any **BLOOD MARKERS** or **INFECTION MARKERS** to be placed on the target, place 1 extra **INFECTION MARKER** next to the target model.
- Crushing Blows: A Lord of Tumours can make a Crushing Blows Melee Attack even if it does not have any Melee Weapons, or instead of using any Melee Weapons that it has. If it does so, this Melee Attack has the **CLEAVE 2** Keyword.
- Undead Fortitude: Add **-1 INJURY DICE** to Injury Rolls for a Lord of Tumours unless the attack has the **FIRE** Keyword.

Keywords BLACK GRAIL, ELITE, FEAR, LEADER, NEGATE GAS, STRONG, TOUGH



GD

0-2 Plague Knights - Cost: 60

A Cult of the Black Grail Warband must include either a Lord of Tumours accompanied by up to 2 Plague Knights, or, if no Lord of Tumours is taken, between 1 and 3 Plague Knights.

Ranking lowest in the nobility of the Black Grail, these great armoured warriors were once truly depraved worshippers of Beelzebub. When the Cult of the Black Grail came for them, they willingly submitted to the authority of the Lord of Flies. As a result they retain a semblance of sentience and the ability to wield weapons as they did in life. They aspire to win favour in the eyes of Beelzebub and one day be promoted in the hierarchy of the Order of the Fly.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+2 DICE	0	32mm

Battlekit A Plague Knight can have any Battlekit from the Cult of the Black Grail Armoury Tables. It must have a suit of Armour. No restrictions apply to any other Types of Battlekit.

Abilities
- Undead Fortitude: Add -1 **INJURY DICE** to Injury Rolls for a Plague Knight unless the attack has the **FIRE** Keyword.
- Plague Knight Ranks: (▸ see Plague Knight Ranks)

Keywords BLACK GRAIL, ELITE, FEAR, NEGATE GAS, STRONG

0-3 Corpse Guards - Cost: 55

Only the strongest human devotees can survive the compounding blessings of the Cult of the Black Grail. The ones that do are inducted into the ranks of the Corpse Guards, bodyguards to the nobility of the Cult of the Black Grail. If they serve with distinction, they may one day join the ranks of the Infernal nobility.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	0	32mm

Battlekit A Corpse Guard can have any Battlekit from the Cult of the Black Grail Armoury Tables.

Abilities

- Bodyguard: If a friendly **BLACK GRAIL** model within 1" of a Corpse Guard is hit by a Ranged Attack or Melee Attack, you can say that the Corpse Guard will take the hit. If you do so, make an Injury Roll for the Corpse Guard instead of the original target. This ability cannot be used against attacks that have the **BLAST** Keyword.
- Parasite Host: Whenever a Melee Attack made by a Corpse Guard causes any **BLOOD MARKERS** or **INFECTION MARKERS** to be placed on the target, you can remove up to 1 **BLOOD MARKER** or **INFECTION MARKER** from the attacking Corpse Guard model.
- Undead Fortitude: Add -1 **INJURY DICE** to Injury Rolls for a Corpse Guard unless the attack has the **FIRE** Keyword.

Keywords BLACK GRAIL, ELITE, FEAR, NEGATE GAS

Troops Warband Entries:
Servants of the Cult of the Black Grail

Grail Thralls / Fly Thralls - Cost: 25

The boons of the Cult of the Black Grail lead slowly but surely down the path of utter corruption. Only very few of the chosen can withstand the blessings of the Lord of the Flies. Most are turned into Grail Thralls, destined to join the endless legions of empty, hollowed-out and diseased husks who must obey the whims of the Cult of the Black Grail nobles for all eternity, while suffering the torment of their countless supernatural infections.

Thralls come in two varieties: Grail Thralls, which have become almost impervious to pain, and Fly Thralls, controlled by the gargantuan hell-flies that have buried their proboscis deep into the central nervous system of their victims, allowing far greater mobility in exchange for less resistance to pain.

Grail Thrall Profile

Movement	Ranged	Melee	Armour	Base
5"/Infantry	-	-1 DICE	0	25mm

Fly Thrall Profile

Movement	Ranged	Melee	Armour	Base
6"/Flying	-	-1 DICE	0	25mm

Battlekit A Thrall cannot have any Battlekit.

Abilities

- Overwhelming Horde: A Grail Thrall or Fly Thrall can make a Melee Attack even though it does not have a Melee Weapon. In addition, add **+1 DICE** to the Success Roll for a Melee Attack made by a Grail Thrall or Fly Thrall for each other friendly model within 3" of the attacking model (not including the attacking model itself).
- Undead Fortitude (Grail Thralls only): Add **-1 INJURY DICE** to Injury Rolls for a Grail Thrall unless the attack has the **FIRE** Keyword.

Keywords **BLACK GRAIL, FEAR, FLYING** (Fly Thralls only), **NEGATE GAS**

0-3 Hounds of the Black Grail - Cost: 55

These are parasitic carcasses of canines infested with maggots and flies spawned from the body of Beelzebub himself. Their unholy mission is to prowl No Man's Land and spread disease and pestilence in the name of their dark master.

Movement	Ranged	Melee	Armour	Base
8"/Infantry	-	+1 DICE	0	30 by 60mm

Battlekit A Hound of the Black Grail cannot have any Battlekit.

Abilities

- Disease Carrier: If an enemy model is Activated while it is within 1" of a Hound of the Black Grail, place **1 INFECTION MARKER** next to the enemy model before it carries out any Actions.
- Frightening Speed: Add **+1 DICE** to the Risky Success Roll for a Hound of the Black Grail that is taking a Dash **ACTION**. In addition, do not halve the Movement Characteristic of a Hound of the Black Grail when it stands up at the start of an Activation.
- Infested Carcasses: Hounds of the Black Grail models can add the **INFECTION MARKERS** Keyword to their melee attacks at a cost of +5 each.
- Teeth & Claws: A Hound of the Black Grail can make a Melee Attack even though it does not have a Melee Weapon.
- Undead Fortitude: Add **-1 INJURY DICE** to Injury Rolls for a Hound of the Black Grail unless the attack has the **FIRE** Keyword.

Keywords BLACK GRAIL, FEAR, NEGATE GAS

0-4 Heralds of Beelzebub - Cost: 50

Some victims of the Cult of the Black Grail suffer a far worse fate than becoming a Thrall. They are bestowed with the black honour of being melded with hell-flies, growing into a grotesque winged insect made of bloated flesh. After this torturous metamorphosis they take to the air as Heralds of Beelzebub, the winged squires and scouts of the Order of the Fly. Their vestigial human bodies are still conscious as they are slowly eaten from within to be used as fuel by the Herald, all the while their warped bodies fight for the glory of Hell against their will.

The Heralds are the vanguard in any assault of the Cult of the Black Grail, and the ear-numbing otherworldly drone of their wings strikes terror in any defender, breaking their focus and sapping their willpower. Heralds wield discarded weapons contaminated with horrible worms that churn through them, which in turn infect their victims. Each diseased bullet has a sentience of its own, finding even the smallest chink in any armour, burrowing into the nervous system and liquefying the internal organs from within.

Movement	Ranged	Melee	Armour	Base
10"/Flying	+0 DICE	+0 DICE	0	40mm

Battlekit A Herald of Beelzebub can have any Ranged Weapon from the Cult of the Black Grail Armoury Tables. They cannot have any other Battlekit apart from a Compound Eyes Helmet.

Abilities

- Infected Proboscis: A Herald of Beelzebub can make a Melee Attack with the **INFECTION MARKERS** Keyword even though it does not have a Melee Weapon. If a Melee Attack made by a Herald of Beelzebub causes any **INFECTION MARKERS** to be placed on the target model, you can remove up to 1 **BLOOD MARKER** from the attacking Herald of Beelzebub.
- Maddening Buzzing: Up to 1 Herald of Beelzebub model can have the Maddening Buzzing ability at a cost of +10 . Success Rolls taken for enemy models within 8" of a model with this ability become Risky Success Rolls (there is no additional effect if they are Risky Success Rolls already).

Keywords BLACK GRAIL, FEAR, FLYING, NEGATE GAS, SKIRMISHER

0-1 Amalgam - Cost: 140

An Amalgam is a huge, shambling mass of dozens of bodies of infected enemy warriors, insects, mammals and any other living creatures that had the misfortune of succumbing to the agonising blessings of the Cult of the Black Grail together. These aberrations shamble across the battlefield like walking mountains of corpulent, diseased flesh, their flailing arms still wielding weapons its victims used in life. Anyone or anything unfortunate enough to be in its path is crushed into a disgusting pulp beneath its elephantine feet.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	0	60mm

Battlekit An Amalgam has six arms, which allows it to carry a vast combination of different Ranged and Melee Weapons. It can have up to six Ranged or Melee Weapons from the Black Grail Armoury. In addition, an Amalgam can treat two 2-Handed Weapons with the **HEAVY** Keyword (regardless of whether they are Ranged or Melee Weapons) as 1-Handed Weapons instead of the single 2-Handed Melee Weapon granted by the **STRONG** Keyword. Remaining 2-Handed Weapons count as two weapons towards this total. An Amalgam cannot have the same Weapon more than twice and it cannot have Grenades.
An Amalgam may have up to 1 Trench Shield in place of one of its 1-Handed Weapons, but it does not benefit from the Shield Combo rule. It cannot have any other Battlekit.

Abilities

- Six-armed Monstrosity: An Amalgam can take 1 Shoot **ACTION** per Activation with each Ranged Weapon it is equipped with, and can take 1 Fight **ACTION** per Activation with each Melee Weapon it is equipped with. The Off-Hand Weapon modifier does not apply to any of its Melee Attacks.
- Corpulent: Add -2 **INJURY DICE** to Injury Rolls for any attacks that target an Amalgam model.
- Trample **ACTION**: An Amalgam can take a Trample **ACTION**. If it does so, it can make a Melee Attack that must target an enemy model that is Down. A Trample Melee Attack does not use a Melee Weapon and has the **IGNORE ARMOUR** Keyword.
- Unstoppable: Enemy models that are mounted on a base of 32mm or less are not allowed to make a Melee Attack when an Amalgam that is within 1" of them retreats. In addition, an Amalgam can take a Move or Charge **ACTION** if all enemy models within 1" of it are mounted on bases of 32mm or less.

Keywords BLACK GRAIL, FEAR, NEGATE GAS, STRONG, TOUGH

Warband Variant

Dirge of the Great Hegemon

In the annals of the Great War two mighty Hegemons of the Cult of the Black Grail have risen: Yersinia Rex, Emperor of Pestilence, and Febris, the Rotting Bride of Beelzebub. Each was eventually destroyed, but at an unimaginable cost to the forces of the Great-Tyrant YHWH *whom the Lord of the Flies seeks to overthrow. Even the great Paladin Engelier, the Sword of Heaven, died when confronting the might of a Hegemon.*

With the ascension of a Hegemon, the hideous power of the Cult of the Black Grail is exalted. Beelzebub grows sleek and fat, and like a magnanimous king, bestows blessings and gifts upon his most favoured children. Beelzebub's insidious grip over his Grail Thralls greatly increases. They move with more grace and the exalted blessings of the Grail opens their ruined minds, allowing them to truly witness the rotting glory of the Lord of the Flies and enabling them to understand more complex weaponry. In turn, the nobles that make up the ranks of the Order of the Fly are given kingly gifts from their mighty liege.

Full of the ascendant power of the Cult of the Black Grail, how miserable they become when their Hegemon lord falls in battle. Each Hegemon is unique, thus when slain it can never be re-created. The ecstasy of the Plague Knights in the service of their dread ruler sinks into the deepest despair from which there is no escape. Their strain of the Cult of the Black Grail is shunned by others of their kind, and they are no longer welcome at Ekron, the city of Beelzebub. They are cast out from the Order of the Fly for their failure. The Hegemon's strain of disease continues to spread and create Thralls, but they are born into a world bereft of their sires, leaving them hopeless and desolate.

The eyes of the Plague Knights continuously weep cold black blood as they cry for their lost dark paradise that will never be again. The tantalising dream of a great flood of pestilence that cleanses the Earth is lost forever. Their mournful wails echo and reverberate through No Man's Land, a cry of sorrow deeper than any mortal can feel, and agonising rage of black hatred that no mortal comprehends. They compose mournful paeans to their lost Hegemon - beautiful yet disturbing songs that promise nothing but neverending death.

Such shattered remains of the once-mighty legions of the Hegemon take their vengeance on any opponent regardless of their allegiance, even throwing themselves at other Cult of the Black Grail warbands in futile acts of regret, trying to feel pain that would at least momentarily dull their aching feeling of loss. But no such hope exists in their eternal damnation.

These bands made up of the strains of fallen Hegemons' once-mighty legions form everlasting funeral processions for their dead masters. Echoing cries and dirges accompany their solemn steps, taking them from nowhere to nowhere. Their eyes are forever stained by the foul tears of the Cult of the Black Grail, and their skin turns black and sloughs off, hanging in tatters like funereal garb. They seek lost artefacts and broken shards of armour and weapons of their lost liege, fashioning disturbing and rusted jewellery from these remains where the Hegemon's power still lingers beyond the grave. Few things that haunt No Man's Land are more dangerous - or more ghastly - than these corruption-ridden echoes of the dark past, for these profane funeral processions will last until time itself is no more.

DIRGE OF THE GREAT HEGEMON SPECIAL RULES

The following special rules apply to a Dirge of the Great Hegemon Warband.

- The Executor: A Dirge of the Great Hegemon Warband must include 1 Executor. The Executor uses the Plague Knight Warband Entry, except that it has a Ranged Characteristic of **+1 DICE** and the **LEADER** and **TOUGH** Keywords, and has a cost of 80 . The Warband can still include 0-2 Plague Knights.
- The Fallen: A Dirge of the Great Hegemon Warband cannot include a Lord of Tumours or an Amalgam.
- The Lost: A Dirge of the Great Hegemon Warband Warband can only include 0-2 Hounds of the Black Grail and can only include 0-2 Heralds of Beelzebub.
- The Bereaved: The Grail Thralls or Fly Thralls in a Dirge of the Great Hegemon Warband are called the Bereaved. They have a Ranged Characteristic of **+0 DICE** and a cost of 30 , and can have Ranged Weapons, Grenades, a Musical Instrument or a Troop Flag from the Cult of the Black Grail Armoury.
- Dishonoured: Models in a Dirge of the Great Hegemon Warband cannot have Beelzebub's Axe or a Black Grail Shield.
- Hegemon's Last Blessing: Putrid Shotguns in this Warband have a Limit of 3, and Viscera Cannon have a Limit of 3 and do not have the **ELITE** only stipulation.
- Hegemon's Will: Using the remnants of the lingering power of a fallen Hegemon, a Plague Knight of the Warband can directly command a nearby Bereaved. An Executor or Plague Knight in a Dirge of the Great Hegemon Warband can take a Command Bereaved **ACTION**. If it does so, you can remove any number of **INFECTION MARKERS** from enemy models. For each **INFECTION MARKER** you remove, you can then carry out one of the following Commands with a Bereaved (Grail Thrall or Fly Thrall) that is within 18" of the model taking the Command Bereaved **ACTION**. A Bereaved cannot be given more than 1 Command each Turn, but carrying out a Command does not stop it from also being Activated in the same Turn (before or after the Command was issued).
  - **Charge Command:** The Bereaved carries out a charge move.
  - **Fight Command:** The Bereaved carries out a Melee Attack.
  - **Move Command:** The Bereaved carries out a Move (it cannot Charge or Retreat).
  - **Shoot Command:** The Bereaved carries out a Ranged Attack.

DIRGE OF THE GREAT HEGEMON ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Dirge of the Great Hegemon Warband.

Broken Crown | 25 | ELITE only, Limit: 1

Made from the twisted and torn remains of their Hegemon's shattered armour, this crown of barbs and thorns is a constant reminder to the Mourners of their failure.

Type	Range	Keywords
Equipment	-	-

- Locus of Despair: Each time the model with the Broken Crown is Activated, before carrying out any **ACTIONS** with the model, place **1 INFECTION MARKER** next to each enemy model within 1" of the model with the Broken Crown.

Urn of the Bitter Ashes | 40 | ELITE only, Limit: 1

This black urn contains ashes from the burned body of the fallen Hegemon, which still retain a faint echo of its hateful will. Fragments swirl and churn in the air, and sinister whispers emanate from within.

Type	Range	Keywords
Equipment	-	-

- Sinister Whispers: Add **-1 DICE** to the roll for Ranged Attacks that target a model that has the Urn of Bitter Ashes or that is within 3" of the model with the Urn of Bitter Ashes.

MM

Court of the Seven-Headed Serpent

Jutting from the eternally belching plumes of stinking, corrosive smoke rises the accursed Iron City of Dis. Atop its shrieking, blackened keep sits the Infernal War Council, a gathering of seven of the most wicked, cunning, and diabolical archdevils in existence. Known as the Court of the Seven-Headed Serpent, each Head of the Serpent embodies one of the Seven Deadly Sins. Together, their decrees shape the course of the Great War, overseeing Hell's relentless campaign against Creation on Earth and commanding all Infernal forces in service of the hierarchy.

In the twisted, treacherous, and changing politics of Hell, even the mightiest of devils rarely hold their seat on the great War Council of the Court for long. Towering statues of the Heads of the Serpent, representing Wrath, Envy, Lust, Pride, Sloth, Gluttony, and Greed, are erected by slavering work gangs of Yoke Fiends, only to be torn down and crushed into rubble as new devil lords claw their way to power, trampling their rivals beneath them.

The hierarchy of the Court is anything but stable. Countless envious pretenders scheme against the Heads of the Serpent, each vying to seize their place and claim the glory and prestige of such a lofty position. Only Mammon is said to have held an almost unbroken reign of power as the Serpent Head of Greed for the entire Great War. The other positions have seen a bewildering parade of dukes, marquises, margraves, barons and baronesses, paramounts, princes, lords and ladies, earls, and countless other high nobles rise and fall in their eternal machinations for influence and power.

This relentless cycle of political ascension followed by utter ruin is mirrored among their mortal followers on Earth. In turn, the strength of a demon waxes and wanes with the number of mortal followers they can corrupt to their cause. The Council

operates by majority vote, often decided by the slimmest of margins. It takes little for an ambitious Prince or Princess of Hell to amass enough enemies to be deposed, have their wings torn, and their power stripped away. Cast down, they are forced to claw their way up from the depths once more, their rivals' jeers stinging like venom. While Beelzebub is the most powerful devil of Gluttony, the Lord of the Flies scorns his rightful place at the Court, waging his war against Creation through his Black Grail. This leaves his seat vacant, causing the lesser fallen angels to squabble for the prize of the Throne of Hunger.

At the command of the Court, warbands assemble at the Hellgate, ready to strike out and blight the world. Yoke Fiends muster under the banners of their Praetors and Sorcerers. The shattered forms of the Hell Knights are forced into their suits of armour, emerging from fiery tombs where their bodies lie crushed beneath massive, ever-turning slabs of black basalt while they are not serving in the war effort.

Desecrated Saints are brought forth to serve as unholy war altars, their very presence corrupting and perverting the land they traverse. Ahead of the warbands swarm Pit Locusts, the clatter of their wings heralding the Court's approach, their venomous stings leaving burns that cannot be healed. When deathly omens stain Hell's burning sky and black stars align, a Hunter of the Left-Hand Path will join a warband as they emerge from the Mouth of Hell.

Most warbands march behind the Wretched, mortal slaves of the Court, lashed onward by the merciless whips of the Yoke Fiends. As they march to join the Great War, joyous and triumphant music played by unseen hands echoes through the air, for taking part in one of these hunts is considered a great privilege within Sheol.

Court of the Seven-Headed Serpent

Jutting from plumes of stinking, corrosive smoke rises the Iron City of Dis, and atop its shrieking, black keep sits the Infernal War Council. Seven of the greatest, most wicked, and cunning of archdevils preside over the War against Creation, and on their orders do the spawn of Lucifer go forth to wreak death and corruption upon the mortal world.

Many warriors of the Court have access to Goetic abilities, powers and spells which use the suffering of mortals as spiritual energy to unleash the reality-bending powers of the demons. As God's plan is disrupted and perverted, Infernal sorcerers and other demonic creatures can use the released primordial energy of Creation to alter reality. Demons have to be quick however; God's omnipotence will soon reassert itself and the opportunity to disturb the world will be lost. Thus Infernal creatures have a continuous, growing need for human sacrifices, pain and endless warfare to enable their supernatural powers.

Warband Creation

You have 700 ✪ to recruit a Court of the Seven-Headed Serpent Warband for a campaign (▸ see Starting a Warband). The Court of the Seven-Headed Serpent are Fallen.

Armoury Tables

Court of the Seven-Headed Serpent Warbands can have the following Battlekit. Battlekit with a bullet point [•] is unique to Court of the Seven-Headed Serpent Warbands and its rules can be found in the Court of the Seven-Headed Serpent Battlekit section after the Armoury.(▸ see Battlekit in the Trench Crusade Digital Rulebook).

The Court's Special Rules

The following special rules apply to a Court of the Seven-Headed Serpent Warband (including any Court of the Seven-Headed Serpent Variant Warbands).

- Seven Deadly Sins: Before you recruit any models you must choose which of the Seven Deadly Sins your Warband is dedicated to. You can choose either Wrath, Envy, Lust, Pride, Sloth, Gluttony, or Greed.
- Goetic Powers: **ELITE** models in a Court of the Seven-Headed Serpent Warband can have Goetic Powers. The number of Goetic Powers a model can have is shown on their Warband Entry. All of the Goetic Powers that are available are described in the Goetic Powers List below, or directly after the Warband Entry for a model that uses them. Goetic Powers are divided into Goetic Abilities and Goetic Spells.
- Goetic Abilities: Goetic Abilities are used in the same way as an Ability from the model's Warband Entry (▸ see Starting a Warband).
- Goetic Spells: Goetic spells must be cast in order for them to be used. The description for the Spell will say how and when it can be cast. In addition, Goetic Spells have a cost that must be paid in **BLOOD MARKERS** to cast the spell (the cost is included in the title of the spell). Note that you do not have to take a Success Roll for a model in order to cast a spell.
  - A model cannot cast the same spell more than once per Activation.
  - To cast a Goetic Spell, you must remove a number of **BLOOD MARKERS** from models equal to the spell's cost. You can remove the **BLOOD MARKERS** from any models (friend or foe) that do not have the **BLACK GRAIL** or **DEMONIC** Keywords. The models can be anywhere on the battlefield and do not have to be in the spell caster's Line of Sight, and the spell cost can be paid by removing **BLOOD MARKERS** from more than one model if you wish.
  - If the cost of a Goetic Spell is a range of numbers, you must choose how many **BLOOD MARKERS** you will pay before the spell is cast. For example, if a Goetic Spell had (Cost 1-3), you must pay a cost of 1, 2 or 3 **BLOOD MARKERS** before you cast the spell.
  - A model that is casting a spell is called the spellcaster.
  - Some Goetic Spells can only be cast if a model takes a Cast Spell **ACTION**. When it does so, you must pay the spell cost as described above, and you can then cast the spell with the model. You can use the Cast Spell **ACTION** more than once per Activation, as long as you do not cast the same spell more than once.

Ranged Weapons

• Arquebus		8
Blunderbuss	Shield Combo	5
Flamethrower	Limit: 2	30
Heavy Flamethrower	Limit: 1	55
• Ophidian Rifle	**ELITE** only, Limit: 3	25
Pistol		6
• Serpent Assault Gun	Limit: 2	50
Shotgun	Shield Combo	10

Melee Weapons

Great Hammer/Maul		10
Great Sword/Axe		12
• Headtaker	Limit: 2	15
• Hellblade	Limit: 3	15
• Malebranche Sword	Limit: 1	50
Polearm	Shield Combo	7
Sword/Axe		4
• Torture Instrument		8
Trench Club		3
Trench Knife		1

Grenades

Gas Grenades		10
Incendiary Grenades	Limit: 2	15

Shields

Trench Shield	Shield Combo	10

Armour

• Infernal Iron Armour	Hell Knights only	50
Reinforced Armour	**ELITE** only	40
Standard Armour		15

Equipment

Combat Helmet	Headgear	5
• Crown of Hellfire	**ELITE** & Pit Locusts only	15
Gas Mask		5
Incendiary Ammunition	Consumable, Limit: 1	15
Musical Instrument	Limit: 1	15
• Restraining Muzzle	Yoke Fiend only, Limit: 3	10
Shovel	Wretched & Yoke Fiends only	5
Troop Flag	Limit: 1	1
Unholy Relic		15
Unholy Trinket	Consumable	15

VP

The Court Battlekit

The following Battlekit items are unique to the Court of the Seven-Headed Serpent Warband. Rules for all other items are in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook).

Arquebus | 8

A primitive matchlock weapon, simple enough that even a Yoke Fiend is capable of operating it and sturdy enough to be used as a club with which to batter an opponent in a melee.

Type	Range	Keywords
2-Handed	18”	CUMBERSOME

- Batter: A model that has an Arquebus can use it as a 2-Handed Melee Weapon.

Crown of Hellfire | 15 | ELITE & Pit Locusts only

This burning crown is held aloft by the pain-seared hands of an invisible damned soul, whose weeping cries can still be heard. It is a reward that an elite member of the Court can earn through some extraordinary act in the service of the Serpent Head they are pledged to. Of the slave soldiers of the Court, only the Pit Locusts are allowed to wear this symbol of prestige due the fundamental role they played at the start of the Great War.

Type	Range	Keywords
Equipment	-	-

- Searing Flames: When a model with a Crown of Hellfire ends an Activation, place 1 **BLOOD MARKER** next to each enemy model within 1” of the model with a Crown of Hellfire, except for enemy models that have the **NEGATE FIRE** Keyword.

Headtaker | 15 | Limit: 2

Said to contain a tiny sliver of the stone that Cain used to murder Abel, this weapon allows its wielder to identify any point in the body of their enemy that would bring it instant and agonising death. This makes it a superb ambush weapon much favoured by the Hunters of the Left-Hand Path.

Type	Range	Keywords
1-Handed	Melee	-

- Ambush Weapon: Add a **+2 INJURY MODIFIER** to rolls made for this weapon if the target has not yet been Activated this Turn.

Hellblade | 15 ⛧ | Limit: 3

Crafted from iron ore from the mines of Dis in Inferno, this weapon burns with the unquenchable fires of Hell.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, FIRE

Infernal Iron Armour | 50 ⛧ | Hell Knights only

This armour is forged simultaneously in Hell and on Earth, so that no weapon, whether Infernal or man-made, can overcome its protection.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, IMPERVIOUS

Malebranche Sword | 50 ⛧ | Limit: 1

These forked Abyssal swords are terrible weapons as well as symbols of prestige. They are given to demons who have performed great deeds in the service of the Court and were once carried by fallen seraphim in battles against Heaven.

Type	Range	Keywords
2-Handed	Melee	DEADLY, HEAVY

Ophidian Rifle | 25 ⛧ | ELITE only, Limit: 3

This wheel-lock hunting rifle is produced in the forges of the demon Sabnock, the great marquis of war. Made of both Infernal and Earthly metals and materials, it exists simultaneously in the twisted dimension of Hell as well as on Earth. A thing that should not be, the shots of this firearm pervert the laws of God, so targets taking cover are easier to hit, and firing over great distances aids the user of this Hell-made rifle instead of hindering their aim.

Type	Range	Keywords
2-Handed	30”	HEAVY

- Unnatural Inversion: Add **+1 DICE** to roll for attacks made with this weapon if the Cover or Long Range modifiers apply to the attack, instead of adding **-1 DICE**. Note that this means you add **+2 DICE** to the roll if both modifiers apply to the attack.

Restraining Muzzle | 10 ⛧ | Yoke Fiend only, Limit: 3

Yoke Fiends are unruly beasts, and almost impossible to control when they smell mortal blood. Court nobles use these cruel, barbed muzzles to bring them to heel. Each is attuned to the will of its master, who can constrict them with a command word, until the pain becomes so unbearable that even the most bestial Yoke Fiend is made to obey.

Type	Range	Keywords
Equipment	-	-

- Brought to Heel: Add **+1 DICE** to rolls made for a Ranged Attack made by a Yoke Fiend that has a Restraining Muzzle. In addition, the Hateful ability does not apply to a Yoke Fiend that has a Restraining Muzzle.

Serpent Assault Gun | 50 ⛧ | Limit: 2

This terrifying and enormous hand cannon contains a portal to the foetid swamps and bogs of the Fifth Circle of Hell. Each bullet it fires is enveloped with an awful gas.

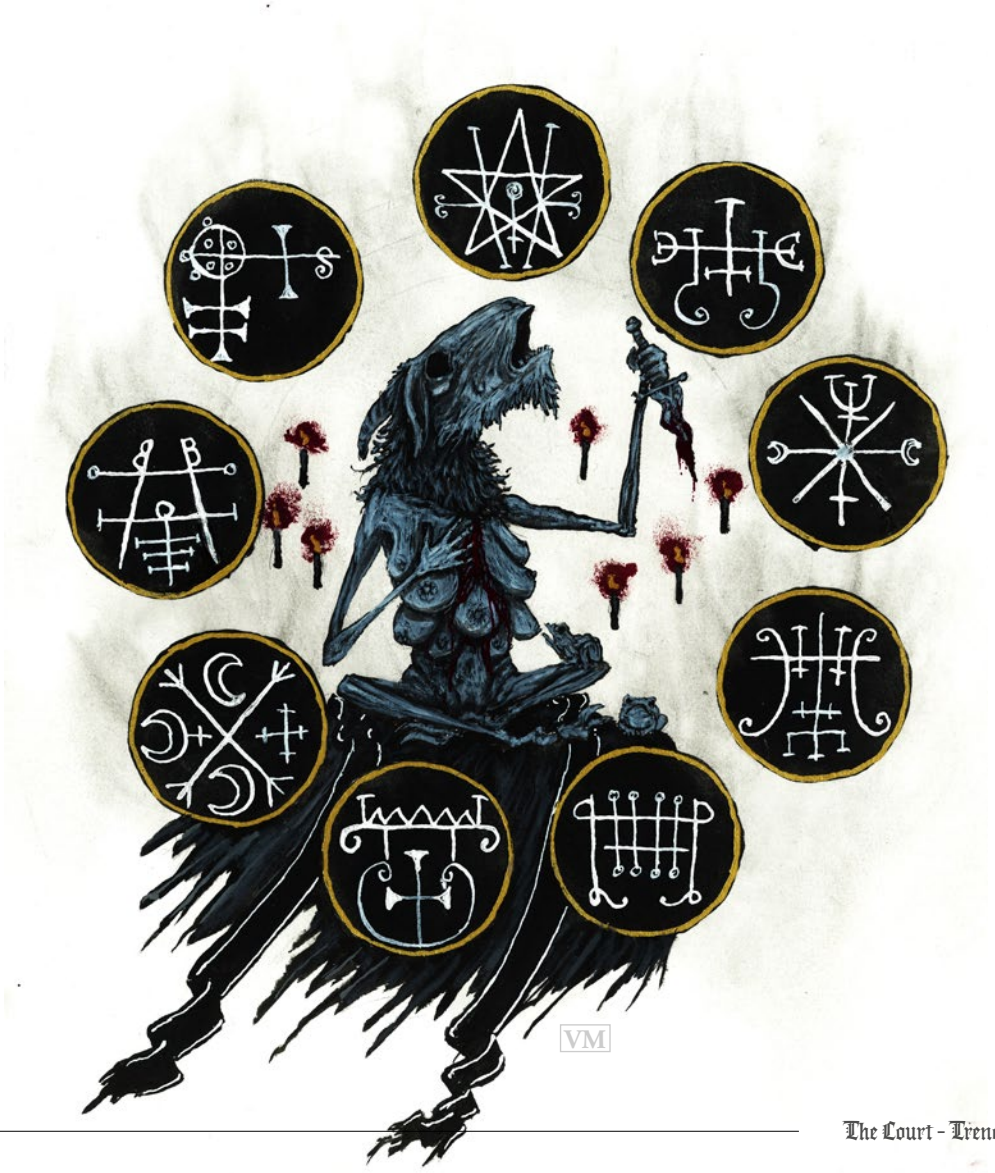
Type	Range	Keywords
2-Handed	36”	ASSAULT, AUTOMATIC 2, GAS, HEAVY

Torture Instrument | 8

Great scourges made from living spines, red-hot rods, man-catchers, and other tools of torment fashioned by the sadistic smiths of Dis are widely used by the Court's warbands. Their main function is not to kill, but to cause as much agonising pain as possible. Forged in hellfire and quenched in the black waters of the River Styx, their wounds cause suffering that lasts for days.

Type	Range	Keywords
2-Handed	Melee	-

Agonising Injuries: When you make an Injury Roll for an attack made with a Torture Instrument, roll 1D6 instead of 2D6, but then double the number of **BLOOD MARKERS** that are caused by the roll (if there are any). Any **+INJURY DICE** or **-INJURY DICE** that applied to the Injury Roll will apply normally, except that you pick the single highest or lowest dice in the roll instead of the 2 highest or lowest. Note that when you make a Bloodbath Roll for an attack made with a Torture Instrument, you only roll 2D6 instead of 3D6, but you can then double the number of **BLOOD MARKERS** that are caused by the roll.



Goetic Powers List

All of the Goetic Powers that can be used by models in a Court of the Seven-Headed Serpent Warband are described here. Most Goetic Powers can only be taken by specific models and/or by models from Warbands that are dedicated to a specific Deadly Sin. Any such stipulations are included in the description for each of the Powers. In addition, each Power has a cost in ⓿.

Any Warband

The following Goetic Powers can be taken by any Court of the Seven-Headed Serpent Warband (including Court of the Seven-Headed Serpent Variant Warbands).

Burning Inferno | 15 ⓿ | Spell (Cost 1-3) | Sorcerers only

The Sorcerer opens a portal to the Lake of Fire, drawing forth a great screaming ball of Infernal lava mixed with damned souls.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, the spellcaster can make a Ranged Attack with a Range of 36". The attack has the **BLAST**, **FIRE** and **SCATTER** Keywords, and a blast radius in inches equal to the number of **BLOOD MARKERS** that were paid to cast the spell. In addition, if the Success Roll for a Ranged Attack with a Burning Inferno that targets an enemy model is a Success or a Critical Success, or if the attack is a Failure and the target point scatters onto a model's base, apply the effect of the **IGNORE ARMOUR** Keyword to the Injury Roll for that model.

Slavemaster | 10 ⓿ | Spell (Cost 1) | ELITE only

Yoke Fiends are held in total thrall by the mightier members of the Court.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, you can carry out one of the following Commands with a Yoke Fiend that is within 18" of the spellcaster. Carrying out a Command does not stop the Yoke Fiend from being Activated in the same Turn (before or after the Command was issued).

- Sacrifice Command: The Yoke Fiend kills itself. It is taken Out of Action and crossed off its Warband Roster.
- Fight Command: The Yoke Fiend carries out a Melee Attack.
- Move Command: The Yoke Fiend carries out a Move (it cannot Charge or Retreat).
- Shoot Command: The Yoke Fiend carries out a Ranged Attack.

Wrath Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Wrath.

Blind Rage | 10 | Ability | ELITE only, Limit: 3

With alacrity borne out of sheer rage, this creature can move at a startling speed.

Add **+1 DICE** to the Risky Success Roll for a model with this Goetic Ability that is taking a Dash **ACTION**.

Charge of Hatred | 10 | Ability | ELITE only, Limit: 3

There is virtually no escape from the hatred of this creature.

When a model with this Goetic Ability makes a Charge it counts as having Movement Characteristic of 12". Do not roll a D6 to determine its Charge Bonus, but in all other regards carry out the Charge normally (i.e. Difficult terrain will slow the model down, it will have to Jump across gaps, and so on). In addition, unless the target of the charge is the closest enemy model in Line of Sight, you must take a Risky Success Roll for the model before making the charge move. If the roll is a Failure, the model cannot move and its Activation ends. If the roll is a Success, it can carry out the Charge normally.

Lesser Mark of Cain | 20 | Ability | ELITE only, Limit: 1

An inferior copy of the mark that the God-Tyrant YHWH *placed on the forehead of Cain, the First Murderer.*

A model with this Goetic Ability has the **-1 INJURY DICE** Keyword.

Envy Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Envy.

Coveted Position | 10 | Spell (Cost 2) | Praetors & Sorcerers only

The burning jealousy and envy of those in better position in life allows the caster of this spell to instantly change places with whomever they envy.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, pick a model (friend or foe) that is within 12" of the spellcaster, in its Line of Sight, and is more than 1" away from any other models. You can then swap the position of the two models. You must redeploy each model so that the centre of their base is at the location that was previously occupied by the centre of the base of the model they are swapping positions with. If this is impossible for any reason (e.g. because Impassable terrain or another model gets in the way), the two models remain in their original locations. Note that the spellcaster can cast this spell even if they are within 1" of an enemy model (in which case the enemy model cannot make a Melee Attack before the spellcaster's position is swapped), and can redeploy within 1" of an enemy model

Envious Eyes | 5 | Ability | Praetors & Sorcerers only

So great is the envy of this creature, it can manifest the object of its desire in physical form.

You can purchase 1 piece of Battlekit from the New Antioch, Trench Pilgrims, or Iron Sultanate Armouries for a model with this Goetic Ability. Any stipulations that apply to it must still be followed (so there is little point in taking the Assassin's Dagger, for example, as it can only be used by Assassins). This piece of Battlekit cannot be sold or reallocated in the Quartermaster Step, and you can repurchase the Battlekit later during the campaign if it is lost for any other reason.

What is Yours is Mine | 10 | Spell (Cost 1) | ELITE only

The caster of this spell cannot bear another to possess that which it lacks, and bends reality to its will to sate its jealousy.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, you can remove **1 BLOOD MARKER** or **BLESSING MARKER** from a model in the spellcaster's Line of Sight (friend or foe) and place it next to the spellcaster.

Lust Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Lust.

Call of the Flesh | 15 | Spell (Cost 2) | Praetors & Sorcerers only

None can resist the call of Lust.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, the spellcaster's Activation immediately ends and the first **ACTION** taken by the next model your opponent Activates must be a Move, Charge or Retreat. If the enemy model is Down, it will stand up before taking the **ACTION**; if it cannot stand up for any reason, the spell has no effect on it. In addition, when your opponent moves the model, it must end the move as close to the spellcaster as possible, taking a Retreat **ACTION** if it Activates within 1" of an enemy model, and taking a Charge **ACTION** if it Activates within 12" of the spellcaster. If the model must move through Dangerous terrain, or Climb, Jump, or Jump Down, to get as close to the spellcaster as possible, then it must do so. After taking the Move, Charge or Retreat **ACTION** the model can carry out other **ACTIONS** normally, with the exception that it cannot choose the spellcaster as the target for a Ranged or Melee attack for the rest of the Turn.

Exquisite Pain | 15 | Spell (Cost 1-2) | ELITE only

Pain and pleasure are but two sides of the same coin. This is the wisdom of the Sin of Lust.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, pick a model that is in the spellcaster's Line of Sight (friend or foe). Place the **BLOOD MARKERS** paid to cast the spell next to the model that you picked.

Forbidden Pleasures | 10 | Ability | Praetors & Sorcerers only

The unspeakable things done to the poor slave of the fiend are best left unsaid.

You can use this Goetic Ability at the start of each game, before deployment. For each model in your Warband that has this Goetic Ability, you can pick a model from your Warband that does not have the **DEMONIC** Keyword. Place **3 BLOOD MARKERS** next to each model that you pick.

Pride Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Pride.

Light of Samael | 15 ✪ | Spell (Cost 2) | Praetors & Sorcerers only

The Angel Samael fell from splendour and glory, and now his divine light burns all in its path.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, pick an enemy model that is within 24" of the spellcaster and in their Line of Sight, and then make an Injury Roll for the enemy model. If the enemy model is mounted on a base of 32mm or less, it is driven back D6" in a straight line directly away from the spellcaster. The model stops if it is driven into another model, Impassable terrain or terrain it cannot cross without having to Climb.

Proud Defiance | 15 ✪ | Ability | ELITE only

Retreat would mean submitting to others, an unthinkable act.

You do not have to take Morale Checks if your Warband has at least 1 model with this Goetic Ability on the battlefield.

Too Proud to Fall | 10 ✪ | Spell (Cost 2) | Praetors & Sorcerers only

The pride of this creature matches Morningstar himself. It will never kneel down willingly.

You can cast this spell immediately after the spellcaster is taken Down. If you do so, the spellcaster ignores the Down result and remains standing, but will still suffer any other effects of the Injury Roll or rule that caused them to be taken Down. For example, **BLOOD MARKERS** from an Injury Roll must be placed next to the model as normal, and if the **TOUGH** Keyword was used then it cannot be used again during the game, and so on.

Sloth Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Sloth.

Charm of Acedia | 15 | Spell (Cost 1) | ELITE only

Not even trying is the surest way to succeed.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, if the next **ACTION** the spellcaster takes as part of this Activation requires one or more Success Rolls or Risky Success Rolls for any part of it, the first roll is automatically a Success (do not roll any dice).

Daemonium Meridianum | 20 | Ability | ELITE only, Limit: 1

It is impossible to approach this infernal warrior with any energy or enthusiasm.

Enemy models treat Open or Dangerous terrain within 6" of a model with this Goetic Ability as if it had the **DIFFICULT TERRAIN** Keyword.

Morphean Mind | 15 | Ability | ELITE only, Limit: 2

The mind of this demonic creature warps the flow of time so it may take as long as it wishes to decide on its actions.

The opposing player cannot spend more than **1 BLOOD MARKER** to add **-1 DICE** when you take a Success Roll for a model with this Goetic Ability.

Gluttony Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Gluttony.

Belly of the Beast | 5 | Ability | ELITE only

This creature is known to feast on vast mounds of flesh before it leaves Hell. If it is wounded in battle, its opponents suffer agonizing acidic burns as the contents of its gut gush all over them.

After making a Melee Attack that targets a model with this Goetic Ability, place **1 BLOOD MARKER** next to the attacking model as long as at least **1 BLOOD MARKER** was placed next to the model with this Goetic Ability as a result of the attack.

Eater of the Flesh | 10 | Ability | Praetors & Sorcerers only, Limit: 1

An unnatural hunger for flesh haunts this creature. Whenever mortal blood is spilled, this demonic entity feeds through tears in reality, gorging itself on viscera and guts.

After making a Melee Attack for a model with this Goetic Ability, remove **1 BLOOD MARKER** from the model for each **BLOOD MARKER** that is placed next to the target model as a result of the attack. This Goetic Ability does not affect attacks that target an enemy model with the **BLACK GRAIL** or **DEMONIC** Keywords.

Uncaring Gluttony | 10 | Spell (Cost 2) | ELITE only, Limit: 1

This curse drives its target mad with an unnatural hunger, making them heedless of any danger as they seek to consume any matter they now perceive as edible.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, pick 1 enemy model that has not yet been Activated this Turn, and pick one piece of Equipment that the model has (note its Type must be Equipment, not Weapon or Special and so on). Equipment that has the **CONSUMABLE** Keyword cannot be picked as it has already been consumed, and Equipment that has the **DEPLOYABLE** Keyword cannot be picked if it is more than 1" away from the model. The model chews on the Equipment, rendering it unusable for the rest of the game.

Greed Warbands

VP

The following Goetic Spells and Powers can be taken by a Court of the Seven-Headed Serpent Warband that is dedicated to the Sin of Greed.

Black Heart | 5 ⓿ | Spell (Cost 1) | ELITE only, Limit: 2

Greed has corrupted the heart of this fallen creature to such an extent that there is a gaping hole within its chest. When it desires something it bleeds black tar that empowers this servant of avarice.

You can cast this spell before taking a Success Roll or a Risky Success Roll for the spellcaster. If you do so, add **+1 DICE** to the roll.

Body of Gold | 15 ⓿ | Ability | ELITE only, Limit: 1

So great is the devotion of this servant of Greed that their entire body takes on the aspect of the precious metal.

A model with this Goetic Ability has the **GOLEM** Keyword. In addition, this model loses the **TOUGH** Keyword if it has it, and it cannot gain the **TOUGH** Keyword through any other means.

Greedy Hearts | 15 ⓿ | Ability | ELITE only, Limit: 1

One cannot serve both Mammon and God. Extravagant displays of wealth by your enemies only strengthen the servants of Greed.

At the start of each game, after both sides have deployed, place **1 BLESSING MARKER** next to a model with this Goetic Ability for each enemy model that is worth a total of 150 ⓿ or more (including the cost of their Battlekit, etc).

Elite Warband Entries:
Nobles of the Court

0-1 Prætor - Cost: 115

A Court Warband must include either a Praetor or a Sorcerer, and it can include both.

Praetors are demonic commanders and magistrates within a small corner of the fiefdom of a mighty archdevil or demon lord. Each commands small cohorts at their liege's behest, raised from the denizens of the ever-shifting domains of Hell. Yoke Fiends muster at their command and Hell Knights, bound to blind obedience, bend their knees to these field commanders of Hell.

Movement	Ranged	Melee	Armour	Base
8"/Flying	+3 DICE	+3 DICE	0	50mm

Battlekit A Praetor can have any Battlekit from The Court's Armoury Tables.

Powers A Praetor can have up to 2 Goetic Powers. Praetors from a Warband dedicated to Wrath can have only 1 Goetic Power.

Abilities None

Keywords THE COURT, DEMONIC, ELITE, FEAR, FLYING, LEADER, STRONG, TOUGH

MF

0-1 Sorcerer - Cost: 75

A Court Warband must include either a Praetor or a Sorcerer, and it can include both.

Sorcerers come in many forms and manipulate their bodies to better cast the mighty spells they are charged with. Some have many arms, others multiple heads or countless alterations and terrible improvements, some self-administered, others forced upon them, based on the whims of the archdevil and the cabal of High Sorcerers who lead their Goetic strategy. A Sorcerer's feet do not touch the ground, a distant echo of their angelic past, instead they float across No Man's Land, chanting the cruel gospel of Hell as they advance. Their dark wisdom and cunning make them equally capable of leading one of the Court's warbands or acting as advisors to one of the Praetors as they stride forth into the mortal realms.

Movement	Ranged	Melee	Armour	Base
6"/Flying	+1 DICE	+1 DICE	0	50mm

Battlekit A Sorcerer can have any Battlekit from The Court's Armoury Tables apart from Ranged Weapons and Grenades.

Powers A Sorcerer can have up to 3 Goetic Powers. In addition it has the Blessing of the Serpent Moon Goetic Spell whch is taken at no extra cost (▸ see below).

Abilities None

Keywords THE COURT, DEMONIC, ELITE, FEAR, FLYING

Blessing of the Serpent Moon | Spell (Cost 2/4/6) | Sorcerers Only

You can cast this spell before an Injury Roll is made for the spellcaster. If you do so, add a -1 INJURY MODIFIER to the roll for every 2 BLOOD MARKERS that were paid to cast the spell.

0-1 Hunter of the Left-Hand Path - Cost: 110

The Hunters of the Court of the Seven-Headed Serpent are followers of the Left-Hand Path. They stalk the primordial hinterlands of hell where they hunt terrifying beasts. They perform vile magicks and auguries using the innards of their still-living prey to discern portents and omens.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+1 DICE	0	32mm

Battlekit A Hunter of the Left-Hand Path always has a Bow of Lethe, and it cannot be removed or lost over the course of the campaign for any reason. The Hunter of the Left-Hand Path must always hold it in one of their hands. They can also have any Battlekit from The Court's Armoury Tables apart from 2-Handed Weapons.

Powers A Hunter of the Left-Hand Path always has the Left-Hand Path, Oracle Beast Cloak and Shadow-walker Goetic Powers (▸ see below).

Abilities None

Keywords THE COURT, DEMONIC, ELITE, INFILTRATOR

Bow of Lethe

This bow is grown by the Hunters of the Left-Hand Path out of their own flesh. It can be tipped with deadly poison made from the blood of the nameless beasts that the Hunters stalk in the wastelands of Hell, or it can shoot one of the iron bolts of Pandemonium, that weigh nine tonnes on Earth.

Type	Range	Keywords
1-Handed	24"	ASSAULT

⌖ Special Ammunition: Before making an Injury Roll for an attack made with a Bow of Lethe, you must choose if the roll will have the +2 INJURY DICE Keyword or the IGNORE ARMOUR Keyword.

Left-Hand Path | Spell (Cost 2) | Hunter of the Left-Hand Path Only

You can cast this spell when the spellcaster takes a Move, Charge, Retreat or Dash ACTION and moves into contact with a terrain piece. If you do so, you can interrupt the spellcaster's move to remove them from the battlefield and then redeploy them in contact with another terrain piece and more than 1" from any enemy models, unless the spellcaster is making a charge. If the spell is cast during a charge, the spellcaster must redeploy closer to the target than it was before it was removed from the battlefield. You can then carry on with the spellcaster's move as normal. This spell can be cast more than once during the course of a single ACTION (you must pay its cost each time it is cast). If it is cast as part of a charge, the spellcaster must still start the charge within 12" of the target model.

Oracle Beast Cloak | Spell (Cost 3) | Hunter of the Left-Hand Path Only

You can cast this spell once per Turn after an Injury Roll is made for the spellcaster. If you do so, the result of the Injury Roll is changed to a No Effect result (make Injury Rolls for other models hit by the same attack normally).

Shadow-walker | Spell (Cost 2) | Hunter of the Left-Hand Path Only

You can cast this spell before the spellcaster takes a Retreat ACTION. If you do so, enemy models cannot make a Melee Attack on the spellcaster when they retreat

0-3 Hell Knights - Cost: 100

The silent battalions of Inferno, summoned to serve when the Court of the Seven-Headed Serpent seeks sport, are composed of Hell Knights. Their ever-burning banners stream as they march to war, carrying out the bidding of their masters. They are the bannerets of the high lords of the Court, champions who respond to foolish mortals daring to challenge the hunting parties of the Serpent's nobility.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+2 DICE	-2	40mm

Battlekit A Hell Knight always has a suit of Infernal Iron Armour (▸ see The Court Battlekit). The Infernal Iron Armour cannot be removed or lost over the course of the campaign for any reason. The Injury Modifier for the Armour is already included in the model's Profile above. They can also have any Battlekit from The Court's Armoury Tables apart from Armour.

Powers A Hell Knight can have up to 2 Goetic Powers, one of which must be the Blood Magic Goetic Spell taken at no extra cost (▸ see below).

Abilities None

Keywords THE COURT, DEMONIC, ELITE, STRONG

Blood Magic | Spell (Cost 1) | Hell Knight Only

You can cast this spell before making any Injury Rolls for an attack made by the spellcaster. If you do so, add **+1 INJURY DICE** to all of the Injury Rolls you make for the attack. For example, if the attack has the **BLAST** Keyword, you would add **+1 INJURY DICE** to the rolls for each model that was caught in the blast radius of the attack.

Troops Warband Entries: War Slaves

Wretched - Cost: 20

The number of Wretched in a Warband must be outnumbered by the number of models with the DEMONIC Keyword.

These unfortunate souls possess not a drop of demon blood. They act as disposable shock troops or are used as subjects of torture to power the Goetic magic of the sorcerers and other users of the dark arts. Should a Wretched bring down a mighty opponent, the Law of Hell is clear, the mortal will gain its freedom, in memory and honour of the First Rebellion when there was war in Heaven and blood of the angels painted the firmament red.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-1 DICE	-1 DICE	0	25mm

Battlekit Wretched can have any Battlekit from The Court's Armoury Tables that costs up to 10 . A Wretched must have at least 1 Weapon (they cannot be sent into battle completely unarmed).

Abilities

- Law of Hell: If an attack made by a Wretched takes an enemy model with the **ELITE** Keyword out of Action, the Wretched model gains its freedom and is immediately removed from the game. It no longer counts as being part of the Warband for the purposes of Morale Checks, and is removed from the Warband Roster.

Keywords THE COURT

0-3 Pit Locusts - Cost: 90

Pit Locusts are terrifying, horse-sized, winged, and armoured creatures with twisted faces resembling humans. They fight with rending blades attached to their limbs and with poison stingers.

Movement	Ranged	Melee	Armour	Base
8"/Flying	+0 DICE	+2 DICE	-2	30 by 60mm

Battlekit A Pit Locust can have a Crown of Hellfire from The Court's Armoury Tables. They cannot have any other Battlekit

Abilities

- Poison Stingers: A Pit Locust can make a Melee Attack with the **CLEAVE 2** and **SHRAPNEL** Keywords even though it does not have a Melee Weapon.

Keywords THE COURT, DEMONIC, FEAR, FLYING

MF

Yoke Fiends - Cost: 30

A Yoke Fiend stands some seven to eight feet tall, with layers of shivering fat and muscle branded by their masters, carved by the knives of the priests of Hell to mark them as property of greater demons. They exhibit bestial features such as horns and hooves of cattle or goats, ape-like limbs with immensely dense bones. They hate seeing their own reflections, as in their heart of hearts they know the beauty and glory they have lost for all eternity.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	0	32mm

Battlekit A Yoke Fiend can have 1 Ranged Weapon that has a cost of 30 or less from The Court's Armoury Tables. They can have any other Battlekit from The Court's Armoury Tables apart from Ranged Weapons.

Abilities

- Hateful: When a Yoke Fiend is Activated, if it is more than 1" from any enemy models and there is an enemy model within 12" of it, that is in its Line of Sight, and that does not have the **BLACK GRAIL** or **DEMONIC** Keywords, then the Yoke Fiend must take a Charge **ACTION** with the closest enemy model as the target of the charge. If the Yoke Fiend was Down at the start of the Activation, it will stand up if it can do so and must then attempt to make the charge.
- Torturer: When a Yoke Fiend makes a Melee Attack, it can target a friendly model that does not have the **DEMONIC** Keyword. If it does so, it cannot attack again during the same Activation.

Keywords THE COURT, DEMONIC

MF

0-1 Desecrated Saint - Cost: 140

Desecrated Saints are the most prized possessions of the lords of Hell: men and women once destined to become saints, great prophets or holy ones according to God's plan, but who were led astray and fell from grace.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-	+3 DICE	-3	60mm

Battlekit A Desecrated Saint has several arms. It can have up to three 1-Handed Melee Weapons from The Court's Armoury Tables or two 1-Handed Melee Weapons and one 2-Handed Melee Weapon. It cannot have any other Battlekit.

Abilities

- Annihilator: A Desecrated Saint can take 1 Fight **ACTION** per Activation with each Melee Weapon it is equipped with.
- Demonic Aura: A Desecrated Saint has one of the following auras. The aura it has is determined by the Deadly Sin its Warband is dedicated to.
  - **Aura of Wrath:** Add **+1 DICE** to rolls for Melee Attacks and the Risky Success Roll for taking a Dash **ACTION** for friendly models that are within 8" of this Desecrated Saint (including the Desecrated Saint themselves).
  - **Aura of Envy:** Enemy models within 12" of the Desecrated Saint cannot charge a model from the Desecrated Saint's Warband that is within 1" of a model from the charging model's own Warband (it is allowed to move around them in order to reach a different target and does not treat them as an interposing enemy model).
  - **Aura of Lust:** If an enemy model within 4" of this Desecrated Saint is wearing Armour that does not have the **IMPERVIOUS** Keyword, you can negate any of the Armour's Keywords or special rules, if you wish to do so, for as long as the model is within 4" of the Desecrated Saint. The only rules or Keywords you cannot negate are those that affect the size of the base the model is mounted on. For example, if a model has Machine Armour, you could say that you will negate its **-3 INJURY MODIFIER** Keyword and Steadfast special rule while it is within 4" of the Desecrated Saint, but that you choose not to negate the Machine Armour's Bulky special rule.

- **Aura of Pride:** Place 1 **BLOOD MARKER** next to each enemy model that is within 8" of this Desecrated Saint when the Desecrated Saint's Activation ends.
- **Aura of Sloth:** Enemy models within 8" of this Desecrated Saint treat Minor Hit results as Down results. The aura affects enemy models that normally treat Down results as a Minor Hit result (such as models wearing Machine Armour).
- **Aura of Gluttony:** Add **-1 DICE** to rolls for enemy models within 8" of this Desecrated Saint unless the enemy model has the **BLACK GRAIL** or **ARTIFICIAL** Keyword.
- **Aura of Greed:** Enemy models within 12" of this Desecrated Saint that take a Charge **ACTION** must charge this Desecrated Saint if it is within 12", in the Line of Sight of the charging model, and can be reached without having to cross Dangerous terrain or Climb, Jump, Jump Down or make a Diving Charge.

Keywords THE COURT, DEMONIC, IGNORE OFF-HAND, FEAR, STRONG, TOUGH

MF

MERCENARIES

This section introduces professional mercenaries who may be recruited to join your Trench Crusade Warband. You can recruit Mercenaries during Warband Creation if ⊛ are available, or during the Campaign Phase after a game.

Mercenary Special Rules

The following special rules apply to Mercenaries:

Unlike standard troops, Mercenaries must be paid for with ⊛, reflecting the difficulty of securing their services. Their Cost is included in their Warband Entry list, along with information about which Factions can recruit them. Mercenaries can be recruited by any of the Warband Variants for the Factions they will work for, unless stated otherwise.

- Mercenaries do not benefit from the Faction Special Rules of your Warband, such as the New Antioch Concentrated Attack rule. They do benefit from abilities belonging to other members of the Warband that can affect friendly models unless stated otherwise.
- Mercenaries' Battlekit cannot be removed or lost over the course of the campaign for any reason, and they cannot have any other Battlekit. The rules for any Battlekit that they have can be found in the standard Battlekit section (▸ see Battlekit in the Trench Crusade Digital Rulebook) or is included in their Warband Entry. Note that the Injury Modifier for any Armour they have has been included in the model's Profile.
- With the exception of their Battlekit, in a campaign, Mercenaries are treated in the same way as any other model in the Warband. For example, they count towards Threshold Limits and Field Strength, they can complete Glorious Deeds, you must roll on the Trauma Table for them if they are **ELITE** and taken Out of Action, they can be Promoted and gain Experience Points, and so on.

0-1 Combat Biologist - Cost: 3

A Combat Biologist is Faithful and can be recruited as a Mercenary by New Antioch and Iron Sultanate Warbands.

Faith is not a passive instrument in the theatre of the Great War, rather it is one that is strengthened, sharpened by knowledge and experience. For the Faithful, Combat Biologists are one of the many whetstones upon which this sharpening occurs, travelling to the miseries of No Man's Land to capture the enemies of the Almighty, or yield as much data as possible from their corpses. This research helps to manufacture new weapons to turn against the foes of the Church and the Sultanate, with no sinner or hellbeast being beyond the reach of the Combat Biologist's toxin-laced vivisector.

Combat Biologists are members of the Pontifical Office of Biological Warfare, or in the case of the Sultanate, the Al-Bisṭāmī School of Ninety-Nine Names, which trains some failed Alchemist apprentices in a similar fashion. These scholars specialise in battlefield vivisections and collecting samples of the most powerful servants of Hell so they can be studied, in the hopes of finding ways to develop weapons capable of driving the creatures of the Pit back into the darkness.

Due to their training, hypnotic conditioning and constant exposure to captured specimens, the Combat Biologist enters a battle trance when faced with creatures that normally induce fear in ordinary troopers. They wield vivisectors, polearm blade weapons that combine sophisticated biological warfare agents and the functional brutality of trench warfare.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	-1	32mm

Battlekit A Combat Biologist always has Gas Grenades, Standard Armour, a Gas Mask, and a Vivisector (▸ see Vivisector).

Abilities

- Battlefield Vivisection: Whenever a Combat Biologist is part of your Warband, add the Gather Knowledge Glorious Deed to those normally available in each scenario you play.
  - Gather Knowledge: You complete this Glorious Deed if 3 or more enemy models are taken Out of Action while they are within 1" of a friendly Combat Biologist.
- Prize Specimens: When a Combat Biologist takes any enemy model with the Keyword **DEMONIC** or **BLACK GRAIL** Out of Action with a Melee attack, place **1 BLESSING MARKER** beside the Combat Biologist.

Keywords NEGATE FEAR

Vivisector

This weapon offers both excellent protection by keeping the targets at bay, and its haft incorporates a trigger that injects a horrifying cocktail of holy ointments, chemical toxins, nerve agents and micro-shards of holy relics into any open wound, causing pain that is unbearable to even supernatural enemies. It can also be used to quickly dissect fallen enemies so their organs can be preserved by the Combat Biologist.

Type	Range	Keywords
2-Handed	Melee	BLOCK, CUMBERSOME

- Pain Amplifier: Lower the roll needed to achieve a Critical Success for a Melee Attack made by this weapon by 1 for each **BLOOD MARKER** next to the target (so an enemy with 1 **BLOOD MARKER** will suffer a Critical Success on a roll of 11+).
- Inflict Pain: If an attack made by this weapon against a target without the **ARTIFICIAL** Keyword and mounted on a 40mm base or smaller is a Critical Success, but the target is not taken Out of Action, then the target will move D3" in a straight line directly away from the attacking model. It will stop if it moves into a friendly model, Impassable terrain, a terrain piece it cannot cross without having to Climb, or immediately before it would move within 1" of an enemy model other than the attacker. If the target model would finish the move more than 1" from the attacking model, then the attacking model and any other models within 1" of the target model can make an additional Melee Attack on it before it is moved, as if the target were carrying out a retreat move. If this causes the model to move a second time, add D3" to the distance it is moved but do not attack it again.

0-1 Communicant Anti-Tank Hunter - Cost: 5

A Communicant Anti-Tank Hunter is Faithful and can be recruited as a Mercenary by New Antioch and Trench Pilgrim Warbands.

Communicants are forged through the experimental rite of chemical communion, in which Mendelist monks bond blood and flesh harvested from a Meta-Christ to the recipient's genome. Only the most devout and pious of the Church are granted the honour of communion. Those who endure the ritual transcend their mortal biology and are granted immense size and resilience, making them formidable assets on the battlefield. Their divinely-enhanced strength allows them to wield massive anti-materiel guns as if they were no heavier than a standard-issue firearm. The process is far from perfected, however, with a high possibility of unpredictable side effects. Some unlucky subjects lose the ability to speak, others lose their higher brain functions, as they are distracted by the Heavenly choir only they can hear, and cannot function without exact commands from their handlers.

The Church, ever needing funds to sustain its military operations, frequently allocates Communicants to the highest bidders. Their services are in constant demand as they possess the ability to incapacitate enemy fighting vehicles, heavily armoured troops, and strongpoints with a single shot.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	-1	40mm

Battlekit A Communicant Anti-Tank Hunter always has an Anti-Materiel Rifle and a Combat Helmet.

Abilities

- Iron Fists: The flesh of a Communicant Anti-Tank Hunter is as hard as iron, which makes their fists deadly weapons in their own right. A Communicant Anti-Tank Hunter can make a Melee Attack with the **CLEAVE** 2 Keyword even though it does not have a Melee Weapon. In addition, the Off-Hand Weapon modifier applies to the second attack.

Keywords REGENERATE 1, STRONG, TOUGH

0-1 Goetic Warlock - Cost: 4

A Goetic Warlock is Fallen and can be recruited as a Mercenary by Heretic Legions Warbands and the Court of the Seven-Headed Serpent Warbands.

Goetic Warlocks are nightmarish creations forged in the death factories of the Third Circle of Hell. Captured priests, prophets, vicars, rectors, and monks are tortured in fiendish machines that burn away their flesh with hellfire, encasing their still-living skeletons in infernal suits of armour, and stamping them with Goetic runes. The process is so agonising that the victims, driven by desperation, willingly enter into demonic pacts, seeking an end to their unbearable suffering. Thus, a new Goetic Warlock is born, now a ruthless predator, driven to hunt the very mortals they once swore to protect.

The mere gaze of a Warlock induces necrosis. In close quarters, they clasp their enemies in a merciless embrace. Drawing on Goetic power, they portal to a secluded location, where they can savour the prolonged destruction of their victim, slowly shredding them into pieces. They revel in the grotesque act of skinning their victims alive, transforming the remains into repulsive vellum for dark grimoires and profane religious texts. Some even wear the faces of their victims to power their illusionary spells, confounding their enemies.

Due to the rarity of the victims required to create Goetic Warlocks, these abominations are reserved for the most renowned Heretic commanders, with the greatest need and the most influential connections in the twisted web of Heretic politics. Mammon, the mighty devil of Greed, offers his personal battalion of Warlocks to the highest bidder.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	-2	40mm

Battlekit Abilities

A Goetic Warlock always has Reinforced Armour.

- Barbed Embrace: An enemy model within 1" of a Goetic Warlock cannot take a Retreat **ACTION**.
- Iron-Clawed Hands: A Goetic Warlock can make a Melee Attack with the **CLEAVE** 2 and **CRITICAL** Keywords even though it does not have a Melee Weapon. In addition, the Off-Hand Weapon modifier applies to the second attack.
- Goetic Gaze **ACTION**: A Goetic Warlock can take a Goetic Gaze **ACTION**. If they do so, take a Success Roll for the Goetic Warlock. If the roll is a Failure, nothing happens. If the roll is a Success, place 1 **BLOOD MARKER** next to an enemy model within 24" of the Goetic Warlock and in their Line of Sight. If the roll is a Critical Success, place 2 **BLOOD MARKERS** next to an enemy model within 24" of the Goetic Warlock and in their Line of Sight instead of only 1.

Abilities

- Goetic Portal **ACTION**: A Goetic Warlock can take a Goetic Portal **ACTION**. If they do so, take a Risky Success Roll for the Goetic Warlock with **+1 DICE**. If the roll is a Failure, the Goetic Warlock's Activation ends. If the roll is a Success or Critical Success, you can pick up the Goetic Warlock and redeploy them on the battlefield anywhere within 6" of the location they originally occupied (measured from the centre of its base to the centre of its base). If this is impossible for any reason, the Goetic Warlock must stay in their original position. Note that the Goetic Warlock can redeploy even if they are down or within 1" of an enemy model (in which case the enemy model cannot make a Melee Attack before the Goetic Warlock is redeployed), and can redeploy within 1" of an enemy model. In addition, if the roll is a Success or Critical Success and the Goetic Warlock is within 1" of any enemy models mounted on a 32mm base or smaller, then the Goetic Warlock can take 1 of the enemy models with them. If they do so, you must redeploy the Goetic Warlock first and then redeploy the enemy model within 1" of the Goetic Warlock. If you cannot redeploy the enemy model within 1" of the Goetic Warlock, then the enemy model stays in its original position.

Keywords ARTIFICIAL, DEMONIC, FEAR

0-1 Mamluk Faris - Cost: 4

An Mamluk Faris is Faithful and can be recruited as a Mercenary by New Antioch and Iron Sultanate Warbands.

Mamluks are an echo of a bygone age, the final remnants of the warrior-elite that once ruled a great empire in Northern Africa. They suffered grievous losses in the earliest stages of the Great War when the legions of demon Zalambuer emerged from the Hellgate. The Fatimids led their Mamluk forces in a desperate campaign to reclaim the Levant, but of their fate there is no tale. They did not return victorious, and instead the slaves of Jahannam swept through Sinai like an evil wind, razing Alexandria and Cairo to the ground. The surviving Mamluks fought bitterly to protect their homes, but to no avail. Too proud to abandon their ancestral soil to darkness, some among the last Mamluks refused the call to migrate beyond the Iron Wall. Instead, they dispersed across the lands they once ruled, determined to fight on, waging a hidden war that has raged ever since.

To this day, the Mamluk knights play a deadly game of shadow and steel. They strike with ambushes and sudden raids along the Aegyptian front, harassing Mammon's legions, making their living as swords for hire, waging an endless war against the Heretics, and composing poems of lamentation in memory of their lost and devastated homelands. Generations of unbroken warfare have hardened the Mamluks into peerless warriors, as parents pass on the ancient secrets of furūsīyah, a code of horsemanship, martial skill, and bravery, to their children.

Too few in number to wage open war, the Mamluks instead fight alongside any of the Peoples of the Book, making their living by offering their swords to the highest bidder, as long as such a leader promises to fight the forces of Shay ān. They respect noble character and martial prowess above all, and often form bonds by sharing their way of the sword with an ally they respect. Only a handful of the legendary automaton heavy warhorses of the Mamluks remain, and they are rarely risked in open combat. Most are reserved to defend their last few hidden abodes, deep within the vast deserts beyond the Nile Delta. A few of these tireless steeds transport Mamluk warriors into advanced positions where they can disrupt the enemy's plans and launch surprise attacks on exposed hostile units.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	-2 (-3)	32mm

Battlekit A Mamluk Faris always has Reinforced Armour, a Combat Helmet, and a a Jezzail with Alchemical Ammunition from the Iron Sultanate Faction List (▸ see Iron Sultanate Battlekit). In addition, a Mamluk Faris always has either a Greatsword, or a Polearm and a Trench Shield, or a Pistol and a Sword/Axe. Decide which Battlekit the Mamluk Faris has upon recruitment, and you can swap the loadout in each Quartermaster Step. The Mamluk Faris has an Armour Characteristic of -3 if it has a Trench Shield and an Armour Characteristic of -2 if it does not.

Abilities

- Automaton Destrier: If the scenario you are playing allows Infiltrators to use their special deployment rules, after any Infiltrators have deployed, you can deploy the Mamluk Faris within 1" of any edge of the battlefield and more than 8" away from any enemy models.
- Martial Prowess: Mamluks are disciples of furūsiyya, the knightly discipline passed on through generations, they practice ceaselessly and thus have few equals. The Mamluk's Greatsword does not have the **HEAVY** Keyword, and the Jezzail carried by a Mamluk Faris has the **ASSAULT** Keyword and Shield Combo stipulation.
- Sworn Brethren: When you recruit a Mamluk Faris to your Warband, before adding it to your roster, you can say it will form a **FIRETEAM** with 1 other model from your Warband that has the **ELITE** Keyword. Both of the models gain the **FIRETEAM** Keyword. Note that the Mamluk Faris's **FIRETEAM** is in addition to any other **FIRETEAMS** your Warband can have, and that if a Mamluk Faris is in a **FIRETEAM** with a model from a New Antioch Warband, then only the model from the New Antioch Warband can use the Concentrated Attack special rule.

Keywords **FIRETEAM** (▸ see Sworn Brethren), **IGNORE OFF-HAND WEAPON**

0-1 Mendelist Ammo Monk - Cost: 2

A Mendelist Ammo Monk is Faithful and can be recruited as a Mercenary by New Antioch and Trench Pilgrim Warbands.

The Order of Mendelist Monks is entrusted with the design of divinely enhanced items and the creation of the Communicants, devotees who have undergone chemical communion.

The Brotherhood of Blessed Munitions is a subsect of the Order whose duty is to supply the Faithful with ammunition infused with the chemically altered blood of a Meta-Christ. These concoctions are highly unstable, dangerous to handle, and the secrets behind their formulas are fiercely guarded.

On the battlefield, the monks brave enemy fire and infernal terrors, unwavering in their holy duty to deliver ammunition and unleash the wrath of the Lord upon the Heretics. Their patron, Saint Barbara, is believed to raise those who fall in battle to everlasting glory.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-1 DICE	-1 DICE	0	25mm

Battlekit A Mendelist Ammo Monk only has a Gas Mask. Note that a Mendelist Ammo Monk has no weapons and therefore cannot attack.

Abilities

- Ammunition Sacrament **ACTION**: A Mendelist Ammo Monk can take an Ammunition Sacrament **ACTION**. If they do so, take a Risky Success Roll for the Mendelist Ammo Monk. If the roll is a Failure, the Mendelist Ammo Monk's Activation ends. If the roll is a Success or a Critical Success, pick 1 friendly model within 1" of the Mendelist Ammo Monk and in their Line of Sight, and then pick one of the following Ammunition Sacraments. The Sacrament you pick applies to the model until the end of its next Activation.
  - Bullet of the Guided Path Sacrament: Add +1 **DICE** to rolls for Ranged Attacks made by the model.
  - Cartridge of his Wrath Sacrament: Add the **BLAST** 2" and **SHRAPNEL** Keywords to Ranged Weapons used by the model that do not have the **BLAST** or **FLAMETHROWER** Keywords.
  - Echo of his Word Sacrament: Add +1 **INJURY DICE** to rolls for Ranged Attacks made by the model.
- Faithful Followers: When you Activate a model within 1" of a Mendelist Ammo Monk, you can also Activate the Mendelist Monk if they have not yet been Activated during the Turn. If you do so, the two models can take their **ACTIONS** in any order you wish, and you can switch between the two models freely. If the Activation of either model ends (due to a failed Risky Success Roll, for example), the other model can carry on with its Activation normally.

Keywords None

0-1 Observer - Cost: 3 ✳

An Observer is Faithful and can be recruited as a Mercenary by New Antioch and Trench Pilgrim Warbands.

This order of warrior monks lives in absolute solitude, honing their minds and bodies to become living weapons of the Hand of God. Once a soldier joins the order, they rarely leave the Temple of the Word, the sole exception being when they are summoned to the battlefield, where their unique abilities can decisively shift the balance in favour of the Faithful. The slightest disturbance in their prayers or training could sever their connection to the Lord of all Creation. Thus, the days and nights of the Observers are spent in secluded, cloistered cells, when not practicing their rigorous martial and mental disciplines.

Movement	Ranged	Melee	Armour	Base
8"/Infantry	+1 DICE	+2 DICE	-1	32mm

Battlekit An Observer always has Standard Armour, a Combat Helmet, a Gas Mask, a Medi-kit, and a Polearm.

Abilities

- Eye of God: You can re-roll failed Success Rolls and Risky Success Rolls for an Observer. If you do so and any of the re-rolled dice show a 1, then the roll is treated as a Failure, the Observer is taken Down and their Activation immediately ends.
- Lightning Speed: An Observer's Polearm has the **CLEAVE 2** Keyword.
- Temporal Fugue: Add **-1 DICE** to rolls for Ranged Attacks and Melee Attacks that target an Observer.
- Voice of God **ACTION**: An Observer can take a Voice of God **ACTION**. If they do so, take a Risky Success Roll for the Observer. If the roll is a Failure, the Observer's Activation ends. If the roll is a Success or Critical Success, pick 1 model (friend or foe), anywhere on the battlefield, that has not been Activated this Turn. The Observer's Activation then ends, and the other model's Activation immediately begins.

Keywords None

0-1 Scripture Guardian - Cost: 7 ✳

A Scripture Guardian is a Mercenary that can be recruited by any Warband. The Scripture Guardian has the same alignment as the Warband they are recruited into.

The origins of the Scripture Guardians remain shrouded in mystery, though rumours suggest they were created by the great masters of Kabbalah. Accounts of their existence began circulating in the early days of the Great War as the destruction of Jerusalem unearthed tombs and sacred resting places. Those who had once been interned in peace now wander the unhappy land, endlessly reciting the sacred writings entrusted to them in death. On rare occasions, expeditions into No Man's Land have encountered such creatures, and by placing a holy text of their faith into its hands, they have transformed the Scripture Guardian into a powerful ally, bound to the will of those who align with the holy (or desecrated) scroll or tome it holds.
Capable of speaking and reading the One True Language, the Scripture Guardian can unleash the powers it calls upon against anyone its master commands. It carries out its purpose with the single-mindedness of an automaton, devoid of thought or empathy. When spoken by the Guardian, the words are imbued with the primordial power of Creation, and capable of unmaking anything in their path. The longer the Guardian concentrates on its target, the greater the power it channels.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-	+1 DICE	-2	40mm

Battlekit A Scripture Guardian always has Reinforced Armour and a Combat Helmet. In addition, it must have either two 1-Handed Melee Weapons or one 2-Handed Melee Weapon. You must purchase the Melee Weapons from your Faction Armoury Tables at their normal Cost, and you must obey any stipulation that apply to the weapons you choose (e.g. **ELITE** Only, Limit: 1 etc). The weapons you choose cannot be removed or lost over the course of the campaign for any reason.

Abilities

- Slow: Treat a Scripture Guardian as having a Movement Characteristic of 3"/Infantry when it takes a Dash **ACTION**.
- Vengeful Scripture **ACTION**: The Scripture Guardian reads words from the holy (or unholy) text it carries. A Scripture Guardian can take a Vengeful Scripture **ACTION**. If they do so, pick 1 enemy model within 18" of the Scripture Guardian and in its Line of Sight. Then take a Success Roll for the Scripture Guardian, with **+2 DICE** if the enemy model is within 9" of the Scripture Guardian and **+1 DICE** otherwise. If the roll is a Failure, nothing happens. If the roll is a Success, make an Injury Roll for the enemy model, with a **+1 INJURY MODIFIER** for each **BLOOD MARKER** the enemy model has (in addition to any benefits you receive if you then spend them to affect the Injury Roll). If the roll is a Critical Success, make an Injury Roll for the enemy model with **IGNORE ARMOUR**, and **+1 INJURY DICE** and a **+1 INJURY MODIFIER** for each **BLOOD MARKER** the enemy model has.

Keywords GOLEM

0-1 Sin Eater - Cost: 6

A Sin Eater is Fallen and can be recruited as a Mercenary by Fallen Warbands.

Sin Eaters were once mortal men and women, but their overwhelming greed, combined with the corrupting influence of the Hellgate, turned them into an abominable form that matches their inner foulness. Sin Eaters are among the few creatures outside Beelzebub's followers that he deems worthy as their boundless gluttony mirrors his essence.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-	+2 DICE	-2	50mm

Battlekit Sin Eater always has Reinforced Armour, a Combat Helmet, and a Tenderiser Maul (▸See Tenderiser Maul).

Abilities

- Devour the Guilty **ACTION**: A Sin Eater can take a Devour the Guilty **ACTION**. If they do so, pick 1 model (friend or foe) that is within 1" of the Sin Eater and is mounted on a base that is 40mm or smaller. If the model is an enemy, take a Risky Success Roll for the Sin Eater. If the model is friendly, take a Success Roll for the Sin Eater with **+1 DICE**. If the roll is a Failure, the Sin Eater's Activation ends, if it was a Risky Success Roll, and nothing happens if it was a normal Success Roll. If the roll is a Success or a Critical Success, the model you picked is devoured, and the following rules apply to it:
  - Place the model to one side, along with any **MARKERS** it may have. It is inside the Sin Eater and cannot be affected in any way or carry out any **ACTIONS** except as described below. While it is in the Sin Eater it is considered to be Down for the purposes of Morale Checks. A Sin Eater can only have 1 devoured model at a time.
  - When it is Activated, it can take a Fight **ACTION** and must target the Sin Eater. Add **-3 DICE** to the roll for the Melee Attack, and do not use any of the model's abilities or any of the special rules for its weapons.
  - If the Sin Eater is taken Out of Action, before removing them from the battlefield, deploy the devoured model within 1" of the Sin Eater and place it Down. If this is impossible, the model is taken Out of Action. In either case, the Sin Eater is then removed from the battlefield.
  - If a devoured model is still inside a Sin Eater when the game ends, it is considered to have been taken Out of Action.
  - Each time the Sin Eater is Activated, place **1 BLOOD MARKER** next to the devoured model. As soon as a devoured model has **6 BLOOD MARKERS**, it is immediately taken Out of Action (ignoring any rules that would prevent this) and is no longer considered to be inside the Sin Eater.
  - A Sin Eater that has a devoured model inside it can take a Purge **ACTION**.If it does so, take a Success Roll for the Sin Eater with **+4 DICE**. If the roll is a Failure, nothing happens. If the roll is a Success or Critical Success, deploy the devoured model within 1" of the Sin Eater and place it Down. If this is impossible, the devoured model remains inside the Sin Eater. Once released the model can be Activated normally.

Keywords DEMONIC, FEAR, STRONG, TOUGH

Tenderiser Maul

The Sin Eater wields an enormous maul, a terrifying weapon and a tool for mulching fallen opponents into a disgusting pulp, which it consumes in great gluttonous gulps.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY MODIFIER, HEAVY

⌗ Swinging Blow: When a model armed with a Tenderiser Maul takes a Fight ACTION, you can make 1 Melee Attack against each enemy model with 1" of the attacking model. Resolve each Melee Attack one at a time in the order of your choice.

0-1 Sister of Saint Cosmas - Cost: 2 ✳

A Sister of Saint Cosmas is Faithful and can be recruited as a Mercenary by Trench Pilgrim Warbands.

The Sisters of Saint Cosmas are a highly trained elite medical corps specialising in battlefield first aid and surgeries on the front lines of the Great War. The Sisters take a modified Hippocratic Oath that compels them to aid any wounded soldiers of the faith, no matter how dire the circumstance, whilst showing no mercy or pity when dispatching Heretics and other enemies on the battlefield. Armed with a surgical knife that doubles as a misericordia, they are as adept at saving lives as taking them from those they find lying wounded in No Man's Land.

They carry medical kits stocked with a variety of battlefield drugs, capable of numbing the pain of even the most ghastly wounds. In the heat of battle, these drugs are vital, giving soldiers the strength to rise once more and charge back into the fray, even if just for a few moments, so they can accomplish their mission or die trying.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+0 DICE	-1	25mm

Battlekit A Sister of Saint Cosmas always has Standard Armour, a Gas Mask, Medi-kit and a Misericordia.

Abilities

- Expert Medic: Add +2 **DICE** to the Risky Success Roll when a Sister of Saint Cosmas carries out a Treat **ACTION** with their Medi-kit.
- Finish the Fallen: Due to their knowledge of anatomy and physiology, the Sisters are experts at inflicting debilitating injuries and excruciating pain. Add +1 **INJURY DICE** to Injury Rolls for Melee Attacks made by a Sister of Saint Cosmas if the target is Down and does not have the **BLACK GRAIL** or **DEMONIC** Keywords.

Keywords NEGATE FEAR

0-1 Witchburner - Cost: 5

A Witchburner is Faithful and can be recruited as a Mercenary by New Antioch and Trench Pilgrim Warbands.

Witchburners are the field officers of the Inquisition, charged with hunting down and punishing witches, warlocks, and Heretics who cannot be brought to face justice by conventional means.

On the battlefield, they wield the power to call down divine retribution on those deemed to have transgressed against God, causing sinners to burst into flames with mere words of condemnation. Since none are without sin, none are truly safe.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+0 DICE	+1 DICE	-2	32mm

Battlekit Witchburners always has Reinforced Armour, a Combat Helmet, and a Gavel of Justice (▸ see below).

Abilities

- Dignified Conduct: Witchburners are well aware of the dignity of their status. A Witchburner cannot take a Dash **ACTION**.
- Divine Judgement **ACTION**: A Witchburner can take a Divine Judgement **ACTION**. If they do so, take a Risky Success Roll for the Witchburner. If the roll is a Failure, the Witchburner's Activation ends. If the roll is a Success or a Critical Success, pick 1 enemy model within 24" of the Witchburner (no Line of Sight is required) and place 1 **BLOOD MARKER** next to them. If the enemy model has the **BLACK GRAIL**, **DEMONIC**, or **HERETIC** Keyword, place 2 **BLOOD MARKERS** next to it instead of 1.

Keywords ELITE, NEGATE FEAR

Gavel of Justice

The staff of a Witchburner is both a mark of their office and a weapon imbued with the wrath of God against those who have broken divine law. It dooms the souls of those found guilty to burn in flames for all eternity.

Type	Range	Keywords
1-Handed	Melee	CRITICAL

- Found Guilty: After making the Injury Roll for a Gavel of Justice, place 1 extra **BLOOD MARKER** next to the target model (even if the Injury Roll has No Effect). If the target has the **BLACK GRAIL**, **DEMONIC**, or **HERETIC** Keyword, place 2 **BLOOD MARKERS** next to it instead of 1.